**Release Notes**

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**Game Project**: Slay The Vampire

**Creator**: Nick Kovacsev

**Version**: 2.0

**Date**: 1 / 18 / 25

**New features**

* ﻿New collectable coins
* New rooms to explore
* Death feature
* New merchant NPC ﻿

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**Fixes**

* ﻿Exits all work correctly
* Cannot move through wall sprites anymore﻿

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**Improvements** *(of existing features)*

* Better pacing and buildup to ending
* More rooms to explore and puzzles to solve
* More steps to obtain weapon

**Known Bugs**

* ﻿No known bugs as of now

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