Release Notes Document

Game Project: The Dark Abyss
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Version: 2.0
Date: 1/27/2026

New features

- Multiple endings now exist, 1 normal ending and 1 secret ending
- 1 new room has been created and duplicates of other rooms have been made and slightly altered for the 2nd ending
- 1 new item has been added called "Spare Parts" for the purpose of repairing the submarine in the intro room
- A submarine has been placed in the intro room made up of several tiles
- Doors/Exits are now locked until the designated items are collected

Fixes

- Items are now required to move onto the next room
- The hue of Doors/Exits has slightly been changed to make it more distinguishable for the player

Improvements *(of existing features)*

- Npc Sprites have new dialogue that make sense for the item that they require
- The effects of the dialogue has been slightly polished to make it more aesthetically pleasing

Known Bugs

- You are able to take the secret pathway in the intro room without collecting the gem