

Release Notes

Release Version 0.2

New features:

- Collision detection for non rectangular shapes
- Backend support for throwing chainsaws
- Backend support for generating game maps

Known Issues

- There is no game content
- Problems with physics implementation. It's turning into a spaghetti monster.

Expected features in next release:

- Playable level
- Obstacles
- Player running forward
- Player dying when colliding with walls or obstacles
- Restart game when player dies

Release Version 0.1

New features:

- OpenGL Rendering with animations
- Passing input events
- Follows device orientation
- Simple game model
- Simple physics
- Playable character (jumping by pressing hand left side of the screen)

Known Issues

- There is no game content

Expected features in next release:

- Auto generated maps

- Obstacles
- Player running forward
- Player dying when colliding with walls or obstacles