***Game Production***

Release Notes

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**Game**: A Slime’s Journey

**Creator**: Julian Mendez

**Version**: 1.2

**Date**: 1/21/24

**New features**

* Added an end tile to the Death Slime which allows you to explore the area.

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**Fixes**

* ﻿Room exits in the smoke and space are now larger to match the in-game graphics.

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

* ﻿Removed the second rain room so the intro is not so drawn out.
* ﻿Switched the slimes in the Death Slime to sprites and gave them all dialogue.

**Known Bugs**

* ﻿Exiting the factory places your character above the door.

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