Demented Monsters Sprint 2 Changelog:

Item System:

* Weapons now have random damage values within a specified range
* Weapons now have damage over time effects
* Weapons now apply visual effects
* Weapons can now be easily made and altered
* Fully functioning melee weapons
* Base functionality of range/magic attacks

Combat:

* Added new combat animations revolving around the new item system
* Made use of the new functional melee weapons

AI Tweaks:

* Applied new item system to enemies
* Updated death animations

Procedural Generation:

* Added new details
* Added a system to better visualize detail placement after generation for fine-tuning
* Added a pillar spawning system
* Added an A\* pathfinding algorithm to ensure a traversable path to the end is generated
* Changed resources in generation scene to more closely match the “Features” scene from previous presentations

Merchant:

* Added new merchant scenes for variety

Assets:

* Added new models for items and level generation