Brawl Dash Dev-Log

# V. 1.0 - Released on 8.8.2021

* Old T-Buzz Game

# V. 1.11. - Released on 22.2.2022

* Game Rework „Brawl Dash“
* <https://youtube.com/watch?v=WUbZFaDATGA>
* (💲) Codes: /early /edgar

# V.1.12. - Released on 28.2.2022

* Improved Player hitbox & maps
* Fixed Ads
* Fixed visual & gameplay bugs
* Shop reset needs WiFi to avoid time travellers
* (💲) Codes: /coinz /22.02.2022 /boombox /thatsnotbig /fiveitems /lol /chase /gimme

# V.1.13 - Released on 3.3.2022

* Levels are improved, now easier
* (🔄) Balance Changes

Buffs:

Wax Damage 300->340 per shot, Doge Damage 500->560 per shot, Rock – now obstacles are set on fire if not destroyed

Nerfs:

Martin projectile speed decreased by 33%

* New way to get gems in the shop by watching ads
* More Bug fixes and improvements
* (💲) Codes: /home and /down

# V.1.14 – Released on 6.3.2022

* Levels load way faster now
* Optimized performance
* Input delay fix
* Level backgrounds are now pixelated
* Player hitbox fix
* Token Doubler behaviour fix
* (💲) Codes: /bugs

# V.1.15 – Released on 11.3.2022

* Better player initialization & physics rework
* Fixed progress not being saved sometimes
* Fixed Cold Spikes in T-Buzz not dealing damage
* Fixed Shield and Stun
* Fixed Dumber Star Power not working properly
* Fixed Attacks SFX when no ammo
* Auto Token regeneration capped at 200
* Fixed Map Maker undo when using delete selected function
* Smoother camera movement
* All levels are now easier
* Improved level sync
* Improved some textures
* Crash fixes & input delay
* T-Buzz Multiplier nerf (2->1,5)
* (🔄) Balance Changes

Buffs:

Wiper damage (2128->4256), Wallet damage 35% -> 50%, gadget rework: when activated, fort he next 5s she will heal 80% of dealt damage, star power 50% -> 100%

Wax Gadget now heals him full life

* Name Change: Thomas -> Bill
* Ad Token increased (20->50)
* Ad Gem increased (1->3)
* 32bit support for PC

# V.1.16 – Released on 12.3.2022

* Fixed Tokens not being generated
* Fixed Brock´s HP
* Fixed Progress saving bugs
* Improved Audio Offset Setting
* Fixed Screen Tearing glitch on PC

# V.1.17 – Released on 15.3.2022

* Navigation & UI Rework
* Fixed very fast token generation
* Fixed restart bug
* Fixed and reset map gems (again :/)
* Fixed poison cloud damage with shield
* Fixed Brawler not being grounded sometimes
* Reset collected maps
* Less saturated Background
* Amber HP fix

# V.1.18 – Released on 27.3.2022

* Projectile System rework / optimization
* All missiles are slightly faster (+3 tiles per second)
* (🔄) Balance Changes

Buffs:

Butter Swing radius +18% (2,75->3,25), Butter knockback friction rework, Wiper gadget pushback increase (1->4,5 tiles), Wiper gadget now pierces and does 100dmg, Stuff unload between each attack ammo is faster, Stuff projectiles now set obstacles on fire, Stuff gadget rework: next 2 attacks will charge 1 ammo each if hit anything

Nerfs:

Martin Reload speed -100% (1,2s -> 2,4s), Martin Attack Distance time -25% (0,6s -> 0,45s), Martin SP rework: now he charges home bar, if charged next shot 55% longer, Based SP radius -37,5% (2->1,25), Brock Gadget Rocked size fix

* Fixed Map gems count, now it´s not required to complete level to get map gems
* Fixed Trophy visual bug after completing a level
* Fixed wrong ads behaviour
* Fixed being able to damage rope object
* Fixed Butter being able to double-jump after knocking back an obstacle
* Cherry´s rarity is now „Starting“
* Fixed Ball & Knockback physics
* Fixed Key input bug after kicking the ball
* Fixed gravity when pressing jump while entering spider mode
* Fixed Player not spawning
* Fixed Jump orb texture not being switched on gravity switch
* Fixed Sugar infinite Star Power shield
* Fixed data reset caused by corruption, now theres backup data saved when daily shop resets
* (💲) Code /early is now removed
* Shield is now transparent based on shielded amount
* Update Fly mode button icon
* HP damage / heal shows the sum of multiple hits / heals now
* Now clicking outside pause window doesnt continue the game
* Brawler nickname matches on voice lines now
* Added some missing content creators
* Less Background saturation

# V.1.19 – Released on 5.4.2022

* Now you can sort Brawlers by power / rarity / trophies
* New Brawler selection borders based on their rarity
* First name change is now free
* Reward system rework, now codes can contain multiple items
* Shop rework, now it´s more compact
* Avatar selection is now scrollable
* (🔄) Balance Changes:

Buffs:

Wiper damage+50% (3040->4560 at power 1)

Martin Star Power bug fix (being able to use SP without having it)

* Now Black areas on wider screens will now count as input for jump / attack / gadget
* Fixed All UI Buttons not working if pressed on the edge
* Fixed visual trophy count bug
* Fixed being able to bypass ad limit
* Fixed shop being with local time in v1.18
* Fixed being able to hit Ball in Brawl Ball
* Fixed Trophy road SFX stacking & replaying
* Fixed Box opening item text not glowing if containing Brawler / SP / Gadget
* Fixed some particles
* Fixed Butter knockback direction and strength
* Fixed projectile direction in tutorial
* Rendering, graphics, FPS improvements
* Height of Brawlers in description is now doubled
* Chromatic Brawlers now have epic drop rate
* Brawlers are now called Dashers in Selection with Nick setting On
* Default Audio Volume is slightly lower
* Added a few missing content creators