Change Log

Brief description of changes made to the report and final product. These changes were implemented for the re-do of the report and the product.

* Edited the conclusion, used Arturo's conclusion as a baseline. Then took elements from his conclusion and made it more compact and precise (Liam).
* The UML Sections (Huub).
* In the conclusion formatted the references correctly (Huub).
* Changed the title size (so that it would fit better in the table of contents page) (Liam).
* Changed the last paragraph in the usability chapter. So to give an accurate portrayal of changes made to the usability test (Liam).
* Changed the Style paragraph to explain why the pixel art was chosen in a concrete way (Arturo).
* Made changes to the translation section in the Content chapter. Talked about why the game is in English and not in Dutch (Liam).

Product

* New stage included after completing either of both minigames where a question related to cyberbullying appears (Arturo).
* Fixed image for "howto" scene where before was "WASD" to move but now is correctly with arrow keys (Arturo).
* Removed dutch flag because game is in only english (Arturo).
* Added an image to advice what to do for cyberbullying in options scene (Arturo).
* Fixed image from intro to chapter 2, where the highest level said 5 but actually was level 3 (Arturo).