Light project
Release notes

SEGFAULT

November 6, 2015

Alpha

V0.1

- First release.

V0.2

- Bug in the background dots fixed.

V0.3

- New cells added:

    - Two types of cell: when one type is enabled, you can pass and see through, the other being disabled and acting like a wall.
    - Cell switcher: enable the disabled type of cell, and vice versa.

V0.4

- New cells added:

    - Blue portals: when you pass through a blue portal, you are teleported to the nearest one, cancelling your horizontal speed, and inverting your vertical speed.
    - Red portals: when you pass through a red portal, you are teleported to the nearest one, cancelling your horizontal speed, and conserving your vertical speed.

- Sound effects added, which can be turned off in the options menu.

- Big optimization concerning maps initialization.

V0.5

- Transitions between portals have been smoothed.

- Graphical optimizations :

  - New textures for portals, jump pads, gravity pads and next level cells.

- Timer added for each level, welcome speedrunners:

  - Scores are displayed after each level name.
  - If a score is beaten, it will be deleted and replaced by the new one.
  - Scores can be deleted in the options menu. Some of my scores are already present.

V0.6

- New cell added:

  - Laser: a beam that kills you if it touches you.

V0.7

- Tutorial is out. This is the first playable demo. Hope you'll enjoy it!