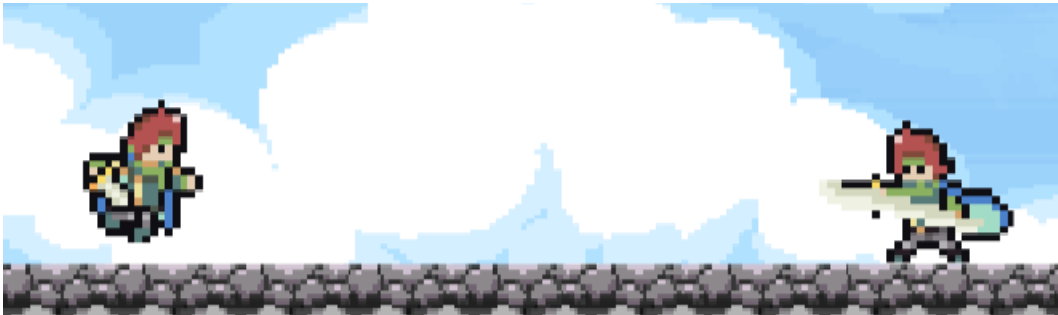


Release Notes

The first release of Smash town is on the way. After a solid 3 months of work on the title we are happy to announce the initial release. Below are some of the features you can expect from the game at launch and improvements that will come down the line.

Initial Launch

- Two Player local play at launch



- Two Player Remote Multiplayer



- Sounds implemented across all menus and in the battle stage.

- Replay the same match after win/loss.



- Two Characters to select from



- Single Stage at launch

Improvements

- Character animations now sync between host and client.
- Single stage received full rework on design and art.
- Template was made to create further stages going forward.
- Sound was added to all menus and options menu can control volume.

- Keyboard and controller support now functional
- Menu redesign to allow for better clarity.

Bug Fixes

- Dashing into a jump no longer causes the character to fly
- Sound no longer loops excessively
- Attacks no longer collide with the ground throwing errors
- Animations don't get "stuck" while in multiplayer