ALPHA 1.1

ALPHA 1.2

ALPHA 1.3

* Added the changelog (that’s why there is nothing for the earlier versions)
* Did many bugfixes
* Added new information to Minecraft page
* Added new information to ESO page
* Added framework for footer (not enabled yet, will do once I have more content, feel free to test it by removing the comment tags (<!-- -->)

Alpha 1.3.1

* Added pictures to ESO page

Alpha 1.4

* Fixed slow download speed
* Added some mobile compatibility with the responsive menubar – enables when the windows is >700px
* Bugfixes
* Bugfixed the mobile compatibility…
* Spent hours fixing the mobile compatibility
* Added more useful comments

Alpha 1.4.1

* Fixed the chrome bug (the ESO and MC pages would not work in chrome based browsers)

Alpha 1.4.2

* Fixed firefox but where menubar would not render

Alpha 1.4.3

* Fixed bug where menuBar would render on top of some of the text making it impossible to see.
* Changed the lava creepers to Preview, as I do not have any content yet…

Alpha 1.5

* General bugfixes
* Added my new ESO character
* Added a new program
* Started working on the beta redesign (currently located in the beta folder)
* **LAST PROJECTED VERSION OF ALPHA**

Alpha 1.5.1

* Added links to the beta website
* Removed NPA (as there is a more secure way to enter on the Beta)

Beta 2.0 (Originally named Beta 1.0)

* Came out with a good concept for the redesign
* Implemented the new concept
* Changed up a lot of the dependencies to be better organized
* Optimised some of the webpages
* Added more secure NPA

Beta 2.1

* Started working on redesigning/porting many other sections including :
  + ESO – Redesign - Started
  + Minecraft – Imported - Started
  + 64support – Imported - Completed
  + Software – not decided yet – Not started
  + School – Adding old feature (was present on original site [OWS]) – Not started
  + Youtube – Undecided – Imported old one for time being
  + Genaral – Redisign – Not started
* Bugfixes
* Renamed *Beta 1.0* to *Beta 2.0*

Alpha 1.5.2

* Updated ESO page
* Reworked the Versions to include the beta.
* Bugfixes

Beta 2.2

* Made a lot of progress on ESO section
* Refined theme for the ESO section
* Imported more files for other sections
* Bugfixes
  + Fixed some of the files that were missing and added pages that said under construction
  + Removed unnecessary code from software page
  + Fixed MC map being tiny
  + Other things

Beta 2.3

* BUGFIXES
  + Fixed no scrolling on certain pages
  + Fixed dead links
  + Added menu button to ALL subpages
  + Added back button to many pages
* Added about me page to main site
* Added better ways of contacting me
* Better organization (renamed old, licence, resource to 1old, 1licence, 1resource)
* Archived 64Support
* Added more formatting to certain pages
* Added more software to software page
* Uploaded site to Github
* Updated software page
* Updated ESO page

Alpha 1.5.3

* Couple bugfixes
* LAST UPDATE
* Added message to use the beta

Beta 2.4

* SCHOOL
  + Added framework for better JS menu to School section
* NPA
  + Made the NPA page to be accessed by typing “Up Up Down Down Left Right Left Right B A” to improve security.
    - There was a bug where the NPA ENTER TEXT HYPERLINK was visible on small screens
  + Removed additional dialogue box after NPA password is entered.
  + Organized (better) NPA pages
  + Added 30 minute limit to NPA page. (will require login after 30 minutes)
* Added better NOJS compatibility to the index menu
* Made the menu and associated pages work on mobile
* Added better mobile compatibility throughout the site
* Changed the ESO framework to be easier to manage
* Bugfixes
* Commented many JS pages
* **RELEASED THE BETA AS MAIN VERSION AND RETIRED ALPHA**
  + **COMPLETELY REDID THE FILE STRUCTURE**

Alpha 1.5.4

* Fixed some mobile compatibility (only for testing for the beta since the framework was already in place for alpha)
  + Made the mobile compatibility work on screens that are larger than 600px
* Made a TXT file as well as the DOCX file for the changelog

Beta 2.5

* (2.4.1 not 2.5 since I only have a limited number of points. I don’t want to go into three for a long time) EDIT Changed it into Beta 2.5 (thanks ttr for the info that I can do 2.10 later, why did I not think of that :rofl:)
* Minecraft
  + Made good mobile compatibility
  + Improve the menu framework
  + Added worlds page
  + Moved Index button
* Bugfixed some of the main mobile compatibility
* Fixed bug where icon would not render for main page
* ESO
  + Updated page
  + Improved mobile compatibility
* Fixed some of the main page bugs where the mobile compatibility did not work on the About and Contact Me pages.
* Put the version on the General page. The General page has no other changes as of now.

Beta 2.5.1

* Cosmetic and bug fixes
* A bit more mobile compatibility

Beta 2.5.2

* Fix for devices that use https (SSL) if the server is https (like github pages)

Beta 2.6

* Started working on general section redesign
* Removed beta from index title
* Fixed a typo in the readme document
* Added credit where due (fuel rats [general] & alcast [ESO])
* Create a rudimentary, ugly sitemap
* Added link for beta website
* Slightly better organized software section
* Added rounded corners to ESO section
* Some bugfixes
* Added the Clash Royale Section for my clan
  + Linked to it in general
  + Mobile compatibility
  + Desktop Compatibility
  + Found out how I like the round corners theme
* A couple other things that I forgot
* Bugfixes on the main page (no horizontal scroll on mobile)
* Other cosmetic and bug fixes
* Fixes to make more parts of the site valid HTML5.
* Add discontinuation message to 64support, and a landing page for 64support from the coding page
* MC section rework
  + Reworked the framework into the general framework
  + Solved a TON of bugs with that new framework
  + Fixed some more bugs with it
  + Fixed bug where worlds page would not work
  + Deleted old pages

I AM RELEASING 2.6 BEFORE FINISHING THE GENERAL SECTION

Beta 2.7

* ESO section mobile menu
* ESO section refinements
* More ESO refinements
* Small ESO redesign (but not full redesign)
* Changed colours for index page.
* Fixed bug where ESO centered menubar was not actually centered
* More ESO style changing (since I think I will adopt this style for the general section, I really like it)
* More ESO bugfixes (again since I want to continue using the style)
* Removed a few megabytes of old files (still accessible in their respective zip downloads)
* Fix ESO table bug where it would not work on mobile
* Fixed MC bug where the content pane was not quite tall enough on mobile
* Added some more ESO content

Beta 2.8

* Bugfix where the images show 30% even in mobile, now they show full width in mobile
* General Section implementation of ESO theme
* Couple changes to that theme
* Added all the general content (for the moment)
* Removed About Me
* Added BG to index.html
* Couple bugfixes
* Added BG to general section

Beta 2.8.1

* Fix a link in the alpha site so people who haven’t looked at the website in a while won’t be confused when their bookmarks don’t work
* Improve wording in the general section
* Added download links to MC Worlds
* Added links to both MC maps
* Fixed the bug where contact.hml would not show translucent bg

Beta 2.8.2

* Removed unnecessary files
* Spelling Fixes
* Bugfixes
* Content updates
* Couple other small things

Beta 2.9

* School section
  + Grade 9
  + Grade 10
  + Other resources page
* Updated ESO section
* Fixed some bugs
* Maybe 404 page??? Hopefully???
* Couple other things

Beta 2.10

* Added portal to school section
* Added better design to coding section
* Removed maininfo.css since the only page that required it was moved to general
* Fixed bug where main page bg would not scroll with content in desktop mode when scrolling was needed. (so there was white at the bottom)
* Added static highlights for software section
* Fixed bug where all general pages were named ESO
* Added portal mechanic to School section
* Added portals to old sites
* Fixed bug where links looked broken in oldsite access page
* Removed some target=”\_blank” to clean up a bit