CHANGES IN VERSION 1.4

MAJOR CHANGES

- All classes are now selectable
- Added 2 new perk trees (They only contain 4 perks per tree).
- Player is able to choose between 2 perk trees to go down.
- Added new spell, meteor strike. It is a slightly stronger version of Fireball that can be gained from the mage perk tree.
- Added 3 new items to store that boost spell damage.
- Added level 21, home to a near impossible foe.
- Added Mana Potion that recovers 200 MP. Can be bought in the store for 10K gold and can hold up to 99 of it.

MINOR CHANGES

- Several bugfixes.
- Selected perk trees will determine class name.
- Speed is now calculated by Agility/4 instead of Agility/3.
- Visual updates.

CHANGES IN VERSION 1.3

MAJOR CHANGES

- Added 4 new perks!
- Added new skill!
- Added new spell!
- Added 10 new levels, including a new boss!

MINOR CHANGES

- AGAIN button that will allow you to repeat a level without going back to menu. Will not appear on bosses.
- Skill descriptions have been added! Hovering over a skill will now show its name and effect as well as cooldown.
- Added cooldown icons to the left bottom of the screen.
- Fixed several bugs.
- Added Resurrect Bosses button in store.
- Added defense and speed in character menu.
- CHA changes to WIS.

VISUAL CHANGES

- Combat log now says enemy's name (eg. Goblin) instead of just "Enemy".