

CHANGES IN VERSION 1.5

MAJOR CHANGES

- Completely overhauled DEF. Defense now reduces incoming damage by a % of it rather than a flat value.
For example in the old version defense simply reduced damage by its value, like **150 DMG - 50 DEF = 100 DMG**.
A similar situation would now be **150 DMG - 33% = 100 DMG**. This should make defense stronger in the late game and weaker in the early game.
- Added 3 new perks for the Warrior tree for late game!
- Added 3 new perks for the Hunter tree!
- Added skill Poison Arrow!
- Enemies now have Elemental Resistance that lowers magical damage. The only exception being giants, who take 10% more damage from spells.
- Added level 22!

MINOR CHANGES

- Some bugfixes
- Focused Dash now deals 300% damage instead of 150%.

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".