Release Notes

# Changes to previous release

* Level 0 (Tutorial Level)
  + Intro
  + Bossfight added
  + Ending sequence added
* Level Select Screen designed/implemented
* Main Menu Rework
  + Added graphics
  + New menu points
* Scratch design of 1st level

# Feature list

* Functioning fighting-/inventory system
* Cutscenes (Prologue, To be continued…)
* Lootable chest
* UI (health, pause menu)
* Level selection screen (only one item for 1st level currently)
* Enemy + boss fight

# Test results

(see document: „TestCases“)

# Test Run on 25.09.2017

|  |  |  |
| --- | --- | --- |
| TC-ID | RESULT | IF FAILED COMMENT |
| BAS01 | passed |  |
| BAS02 | failed | At Step 1: Player movement animation bugs |
| BAS03 | passed |  |
| BAS04 | passed |  |
| BAS05 | passed |  |
| BAS06 | passed |  |
| BAS07 | blocked | Step 4 & 7 not implemented yet |
| BAS08 | blocked | not implemented yet |

# Known Issues

* bug in Adventurer’s movement animation („limping” like movement)
* in menu: Buttons Load Game & Networking are not implemented yet