

Changelog v24 devRelease

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1 Changelog for dev release v24:

Issues Resolved:

1. Console main image changed.
2. Create cutscene for “8 years ago” part.
3. Finalized sketches of alertBoxImage, sysConfigImage and consoleImage.
4. Screen disturbance function created.

Issues to be resolved:

1. Finish cutscene display of the levelZero part.
2. Check usage/portability of svg_gfx for the gfxDat part.
3. Make screenDisturbance function generic.
4. ConsoleText image segFault issue due to changed main ConsoleImage.

2 Note to developers

Two new members might be joining the team. One has already joined – pr1t. He will be incharge of the level design and the development of m3m0ry-l3ak. Other person has not yet contacted us completely. Some issues have also come up. Will be updating on the same once everything is final.

To the new joiners – Welcome aboard, for others you know what we say :-p

Happy Coding!!!