Changelog v27 devRelease

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1 Changelog for dev release v27:

Issues Resolved:
1. Cutscene display for levelZero completed. Sfx implementation for the display of the cutscene also done.
2. Incrementing the usrLevel value and writing the same in the profile file – working properly.

Issues to be resolved:
1. Develop the rest of the gameplay design. Current work in this respect – design the working of the main engine.
2. Develop the multi-window approach. Test Bed implementation has started, enable_hardware_cursor() working properly. Might have to check some flags before calling the same.[Discrepancies that might exist in other installations or PCs]
3. Check out threading concept for the multi-window approach. This might be required since there might be a number of threads that will be required for the same.
4. display_terminal() function -¿ libNxParser class implementation, needs to be tweaked and embedded in the main code.

2 Note to developers

Hi dear friends, who might be thinking when a new update is about to come, I am sorry to disappoint you. I have been working alone for quite a time and hence the delay in the updates. Not that I have been working very hard at this, but I have become very lazy. May the divine force help me out.

On a completely different note, check out the gameplay video of God of War - Ascension Campaign mode in E3 2012. It is really amazing[at least for a die hard fan like me, this was a big issue...the attacks are a bit more brutal]

Hoping to get a solution to the multi-window approach that I have in mind. The problem how do I switch from one window having different functionality to another without sacrificing anything in either/all of them[Here again I need help, either from you guys or from the divine force].