

# Changelog v25 devRelease

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## 1 Changelog for dev release v25:

Issues Resolved:

1. distort\_frame() function created for displaying screen disturbance.
2. First part of the cutscene display enhanced.
3. Little work remaining with the cutscene display of the first part.

Issues to be resolved:

1. Finish cutscene display of the levelZero part.
2. Tweak/redesign libSound since playing the sound is creating some problem.

## 2 Note to developers

Well, it seems that I have uploaded after a long time. I will try to upload as quickly as possible since the deadline is approaching. Speaking of coders – who had joined this project of ours – I have received very less effort from you. Solemnly urging you to please give your inputs for the same. Apart from that I ask the people who download the updates from here to absolve as I was very busy the past few days. I will try to provide the updates as soon as possible. Otherwise you can also check for the minor updates in github where I am trying to make it a habit to update all the time.

P.S. The music is of Skyrim – main theme and is and will not be the main theme of m3m0ry-l3ak. I just added it to see how it sounds in the fullscreen mode. The current update release has the settings set up in the fullscreen mode. So beware before pressing KEY\_F9.