

Changelog v23 devRelease

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1 Changelog for dev release v23:

Issues Resolved:

1. Read_file when new profile created.
2. Reduced size of the uname_acceptance BMP as well as the text_image created using allocBitmap().
3. Cutscene display function under test environment – needs more work. Primary part completed to a certain extent.

Issues to be resolved:

1. Design cutscene display function – check proper levelNum and missionNum for this. Work is underway.
2. Correct the algorithm for redisplaying the cutscene based on the missionComplete status.
3. Check out bug that might exist in the display_terminal handle event function.

2 Note to developers

This is another update. Work is going on. I have some distractions coming up and these might get stronger in the near future. I just want you guys to pray that I can get what I want to create/do.

Happy Coding!!!