Release Notes

Note: This is often a .txt file or .md file placed in the root of the project itself.

Game Project: The Cat and the ONE CHEESE
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Version: 2.0
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New features

- The entire second room has been transformed into a full on portal puzzle.
- Added NPCs to better explain the plot and guide players.
- The ONE CHEESE has become sentient and adds to player fascination in doing so.

Fixes

- Dialogue was more detailed and consistent so it made better sense to players
- Cheese sprite was fixed, but then reverted to original since it was easier to recognize beforehand.
- Entry and exit methods are easier to spot if not told directly.

Improvements *(of existing features)*

- All sprites have been either fully reanimated or touched up.
- Both rooms have been completely redesigned to better suit their environments.

Known Bugs

- Extended use of punctuation leads to issues with the display of dialogue text.