Fly The Coop

Update Log

V 3.5 - 7/29/2019

A note on the future of mobile for Fly The Coop:

Currently, mobile plans have been suspended. This was decided after determining that the graphical performance for the game is far overreaching for a mobile platform.

For example, Unity recommends keeping Vertices count lower than 10,000 per 30 frames on mobile devices. Currently, the first level of Fly The Coop renders 1,095,047 vertices every 30 frames.

Development for mobile will continue once the game is at a place where performance is no longer a detriment.

* You now have an egg basket! The eggs you collect at the end of each Normal or Hard mode level will contribute to this. You’ll be able to use these eggs for future cool things to buy!
* Level Select becomes unlocked once you beat Normal mode. Go back and get all the eggs you missed! Or play the same level over and over, I don’t care!
* Drastic UI updates
* Some graphical concerns fixed

V 3.0.0 - 6/22/2019

* Play Mode added!
  + Normal mode will respawn you at the current level when you fail
  + Hard mode will respawn you at level 1
* Added music!
* Updated UIs to become more responsive, though the game is optimized for 1280px720p.
* Graphics remastered for all current levels.
* Lighting remastered for all current levels.
* Gravity modifier on chicken adjusted.
* Pause Screen Introduced
* Win Screen added
* Updated particle effects

V2

* Added a start screen UI
* Added a “Controls” section