**Zcavenger v0.3 Alpha - Early Access 28/03/22**

**I’m happy to announce the new version of the game, adding various features to gameplay, performance, visuals and more!**

**Remember this is an alpha stage of development, founding the bases to step forward to the complete game.**

**Some models are from third party and they will be replaced for own assets as development progresses.**

**Thank you all for your support!**

**CHANGE LOG:**

**LEVELS:**

* **Renewed design for the first level.**
* **New and redesigned enterable buildings: ruined residential building, office building, markets.**

**UI:**

* **Redesigned general UI elements.**
* **Added an options menu with display, graphics, audio and input settings.**
* **New icons for items and weapons in general.**
* **The inspect button in the inventory context menu is now functional and show item/weapon characteristics.**
* **Loading screen now show gameplay tips.**
* **Added a stamina bar to the in-game overlay**
* **Added outline to collectible items in world.**
* **Changed the collectibles font and show the current binded "use" action key.**

**WEAPONS:**

* **New weapons: AK74, Colt 1911.**
* **New models for M4a1 and Glock**
* **Improved reloading animations. Magazine grabbing and attaching for AK74, M4A1 and 1911**
* **Added bullet spread for shotgun in the desired angle. The damage is divided by the number of pellets that come out of the barrel.**

**GAMEPLAY:**

* **Added player ability to hang and climb over ledges.**
* **Player can now stomp crippled enemies by pressing the attack key (default: left mouse button).**
* **Player can block enemy attacks by pressing block key (Default: right mouse button) while using a melee weapon (Axe or Bat), player can’t block attacks with a knife or unarmed.**
* **Enemies can catch the player to bite him. Press the jump key repeatedly to release.**
* **Added death zones in some parts of the level (pits, fire, etc.).**
* **Added smooth transition for walking and running animations**
* **Added Stamina to the health system. Now the player will consume stamina while jumping, attacking or rolling.**
* **Optimized item containers script. Weapons and items can be spawned in an orderly and random manner including quantities.**
* **Doors are now semitransparent to more comfortable visual when player is behind.**

**AI:**

**Code optimization for enemy animations.**

**AUDIO:**

* **Added weapon sounds for AK74 and Colt 1911**
* **Added reverb zones**

**MODELS:**

* **New model for player character.**
* **Added 9mm,,45Acp, Caliber 12, 5.45mm and 5.56mm ammo models**
* **New doors models.**
* **New item containers:**
* **Bathroom Sink**
* **Bedside Table**
* **Crate**
* **File Cupboard**
* **Fridge**
* **Kitchen cabinet up and down**
* **Market Shelf**
* **Wardrobe**
* **Wooden Shelf**

**POSTPROCESSING AND VISUALS:**

* **Added Screen Space Ambient Occlusion effect (SSAO)**
* **Added volumetric light scattering effects.**

**PERFORMANCE:**

* **Added object-pooling system for bullets and particles.**
* **Added LOD groups for buildings and models to prevent them from rendering when they are off camera.**
* **Added a UI Manager Script to centralize transform references**