>6.0a<size=40>

New functionality:

-Upgraded rearranging of items

-Added notifications after death and travel

-”Back” button closes open window

New animation during death and travel

Implemented suggestions:

-Enemy health bar moved slightly to the right

-NPC occupation is visible on region map

-Stick can only be bought during mission

-Added critical attack animation

-Changed energy bar background to grey for better contrast

-If you posses quest item you don’t have to get another after accepting quest

-”Save and Quit” button added on death panel

-Health potions now available in every shop

-Player no longer can buy item when his equipment is full

-Daily missions difficulty now adjusts to discovered lands

-Buying item now show its description

Bug fixes:

-Using rune when none is equipped no longer softlock the fight

-Player critical hits no longer heal enemy

-Potions countdown no longer covers enemy health

-Enemies no longer move as you pass them by

-Fixed bug preventing player from buying second item from the top

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>0.5a<size=40>

Added 6 new runes:

-rune of teleportation

-rune of respawning

-rune of execution

-rune of armor penetration

-rune of escape

-rune of healing

Smaller changes in map and The Sea of Fargini

Small bug fixes in map

Bug fixes:

-Xp necklaces works and no longer resets boost statistic

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>0.3.1a<size=40>

Implemented suggestions:

-Each mission now gives 75xp and 26 gold

Bug fixes:

-Canceling missions no longer cancels daily missions

-Fixed Lucs mission with pick flowers

-Mission progres does not cancel until new mission is taken

-Fixed bug preventing blue flowers and Luc’s clothes from spawning when player closed game during mission

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>0.3a<size=40>

Added sounds:

-game background

-buttons

-enemy attacks

-death

-spending gold

-leveling up

-finishing a mission

Added mission of the day,

player can see its progress and rewards on the mission progress screen.

Added hits for player, containing:

-how to move

-energy mechanics

-importance of first skill point

-missions

-fighting

-traveling between lands

-what to do after characters death

Implemented suggestions:

-items rarity

-cancellation of missions

-standardization of language

Bug fixes:

-fixed lvl up animation

-fixed bug allowing player to be in two fight at the same time

-fixed energy regeneration counter

-fixed potions, now they work

-fixed speed scaling

-fixed saving sound setting

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>0.2a

(and hotfixes)<size=40>

\*Added land: Gonurdia

--with 3 new characters: Parina, Nacardi, Hirin

--13 new items

--5 new enemies: sparrow, magpie, lizard, eagle, wolf

--20 new missions

--New shop with new items to buy

Added land: Rezdimia

-3 new characters: Parina, Nacardi, Hirin

-5 new enemies: shark, fish, delphin, seagull, poisonous frog

-20 new missions

-new shop with new items to buy

Energy mechanic added

Primary ability added

Corrected travel

New fight animation and visual effects

Improved moving, now player goes to closest enemy

Implemented suggestions:

-close button added to every window

-player can now scroll through fight log

-player can now see all character statistics

-information time about taken slot is now reduced

-corrected button name when item is worn

-pop up information about leveling up

-after finishing missions NPC will give his thanks

-equipment slots are now indexed

-text showing level of upgrade

-after picking destination map will close automatically

-added names of chosen land in traveling panel

-leveling up restores health

-leveling up information time reduced

-added game version in about section

-in statistic you can now see total time played

-added new splashscreen

-added information about new game version available

-added different battle arena for each land

-added fight animation

-saving now saves characters position

-added “save and quit” button to travel screen

Fixed bugs (since first version to 0.2a):

-Adding item after refreshing eq and being worn appears with decreased opacity

-Items overlapped if player tried to wear more than one

-Full eq caused item to be added to non existing slots causing performance issues

-Discarding items didn’t removed their boost statistics

-Entering the vicinity of trigger then moving to the next and activating it caused both to be triggered

-Quick clicking on the attack button allowed to skip enemy turn in a fight

-UI scaling didn’t work for all screen sizes

-If players defence was greater than damage received game interpreted it as negative value

-During fight enemy attacked more than once per round

-Fight history didn’t reset after the fight ended

-Mission progres did not save and blocked restarting the mission

-Spending skill points multiplied player stats summed up with item stats

-Sometimes enemy didn't die when his health dropped to 0

-Sometimes fight didn’t start and interface didn’t show

-There are no items in shop

-Leather boots didn’t have stats

-Spending skill points didn’t work

-Doris offered Lucs missions

-Picking flower for Lucs mission gives 32 instead of one

-Finishing last mission for Doris allowed to return first mission for Luc

-Close button didn’t scaled properly in some places

-Escape wasn’t on cool down

-Potions used during fight didn’t took effect till it was over

-After saving game near enemy spawn point, on loading, if enemy spawned there its trigger didn’t work

-Saving didn’t work

-Sometimes two fights started instead of one

-Lucs mission progress counters counted multiple times

-Sixth position in shop had bad price

-Putting on multiple item on the same slot sumed their statistics

-Energy didn’t round up

-Returning Doris missions closed her dialog and required player to walk to her again

-Lucs cloths didn’t spawn

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>0.4a<size=40>

Added new land: Canstuchia:

-3 new characters: Laruna, Vieng and Mesadie

-20 new missions

-5 new enemies

-15 new items to get!

Added new land Lindriona:

-3 new characters: Folina, Yunar, Jano

-20 new missions

-5 new enemies

-17 new items!

Added:

-animation of dodging attack

-sound of dodging attack

-map with informations about items, enemies and characters in lands

Fixed bugs:

-missions from Gonurdia and Rezdimia did not save

-Thanks panels weren’t written correctly in Gonurdia and Rezdimia

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>0.4.1a<size=40>

Added Fargini’s sea:

-1 new character: Furan

-Boss - Deparna

-3 new items

-Last mission!

Implemented suggestions:

-Categorizing informations about changes in each version

Fixed bugs:

-Buttons in map were not scaling correctly

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