**Adventure Guild Change Log**

**0.0.6.0 (10/17/20)**

* NOTE: This version automatically deletes previous save data if the save data's version does not match this version.
* Implemented Guildhall Upgrades. Currently available upgrades include a tiered Barracks upgrade to increase the population cap, and three separate upgrades to unlock Combat, Espionage and Diplomacy missions (functionality still to come).
* Renown now appears as a fraction of the Renown Threshold so that players have a goal to work towards.
* Implemented Peasant passive income. A notification will appear after reopening the game if income was accrued while the game was closed. Income is capped at 5000 Gold, 2500 Iron and 2500 Wood when returning to the game.
* Implemented a population cap on the guild.
* The game now saves on application quit, unless the Hero has not yet been created.
* QuestManager now maintains at least 4 quests in the Quest Pool.
* Added many placeholder quests. These will be replaced with actual quests over time.
* Fixed several small bugs.

**0.0.5.3 (09/27/20)**

* Rebalanced Combat Training scoring. It is now based on accuracy; the target is the cross-point of the shield.
* Implemented Combat, Espionage and Diplomacy experience for Adventurers.

**0.0.5.2 (08/16/20)**

* Fixed a freeze due to an infinite loop when all quests appeared in the quest pool.

**0.0.5.1 (08/15/20)**

* Fixed a bug where notifications would not behave after a scene change.
* Fixed a bug where Peasants would upgrade to a Level 0 Adventurer instead of Level 1.
* Adjusted Peasant hitpoints so that when they reach Adventurer they "upgrade" to 100 HP.
* Added the foreground Reset button back in... For emergencies.

**0.0.5.0 (08/15/20)**

* Combat Training minigame has been added. It rewards a small amount of experience and can be used to level up either Adventurers or Peasants.
* Peasants now become Adventurers when they reach level 5. They are reset to level 1 and their experience is reset to 0 to reflect their change of Vocation.
* Leveling up increases GuildMembers' max health and heals them completely.
* Notifications have been updated to visually reflect whether they bring good or bad news. They also link to an appropriate menu, or can be closed without taking action. They also automatically dismiss after 5 seconds.
* Some adjustments have been made to the rate at which new quests are added to the quest pool, as well as how frequently new GuildMembers join the Guild.
* Fixed issue of having multiple of the same quest appear in the quest pool.

**0.0.4.0 (08/12/20)**

* GuildMembers now level up.
* Added in-game notifications when Quests finish and GuildMembers level up or join.
* Added the option of creating a biography for the Hero on the Hero menu.
* Some bug fixes.

**0.0.3.6b (08/10/20)**

* Small fix to quest failures when the app is closed: additional incidents no longer occur after the quest has failed.

**0.0.3.6 (08/16/20)**

* Added new quests and incidents.
* Added placeholders for upcoming GuildMember stats.
* Quests can now fail if the GuildMember's health drops to 0. They must return to the Guildhall and wait for their health to recover above 0 before starting another quest.
* Health is now displayed when viewing GuildMembers.
* Fixed some minor scaling issues with tablet-sized displays.

**0.0.3.5 (08/10/20)**

* Added GuildMember health recovery while the game is closed.
* Fixed a bug that prevented GuildMember health from properly loading after quitting and reopening the game.
* Fixed a bug that prevented button click SFX from being affected by sound settings.
* Menus no longer deactivate when closed. Leaving them active seems to be more performant than deactivating/reactivating on demand.
* Incorporated the menu transition SFX into the animation so that they are synced.
* Some minor graphical fixes.

**0.0.3.4 (08/09/20)**

* Fixed a bug that caused GuildMembers to not recover if their Hitpoints reached 0.

**0.0.3.3 (08/09/20)**

* Incidents now have positive, negative or neutral results. These affect resources, experience and GuildMember hitpoints.
* GuildMembers now become Incapacitated if their hitpoints are at 0. Hitpoints regenerate over time when not on a quest.
* Streamlined the Quest-starting process and reworked the appearance of the quest information and Quest Journals.

**0.0.3.2 (08/08/20)**

* Fixed the QuestData not finding the associated GuildMember after loading a game.
* Further updated all GuildMember data referencs to IDs to avoid redundancies.
* Lots of code refactoring.

**0.0.3.1 (08/08/20)**

* Changed the GuildMember reference in the QuestData to an ID to avoid redundant GuildMemberData objects.
* Corrected a bug where GuildMembers would not receive experience if the quest was completed while the game was closed.
* Removed the Start screen. Change Log is now accessible through the Settings menu.

**0.0.3.0 (08/07/20)**

* NOTE: All save games should be reset to avoid errors in the new build.
* Added the Settings menu and functional volume settings. They are stored in the save file so are persistent.
* Removed the Load button on the Start menu. Loading is now automatic if a save file exists. Players can reset their game in the Settings menu to remove their save file and start over.
* Further fixed the memory leak issue. It should be completely gone now.
* Gave QuestPool quests an instance ID. It's not a great ID implementation, but it will do for now.

**0.0.2.2 (08/06/20)**

* Randomly generated Guild Member names are now a combination of a randomly selected prefix and suffix to create more variety. More name possibilities to be added in the future.
* Menus now deactivate when they are closed, which should improve performance.
* Guild Member avatars are now displayed in the Guild Members menu and when selecting an Adventurer for a Quest.

**0.0.2.1b2 (08/05/20)**

* Fixed an Android resource loading issue that prevented the Hero's avatar from appearing after loading a saved game.
* Fixed a null reference error when loading a Guild Member with no avatar.

**0.0.2.1b (08/05/20)**

* Fixed a critical memory leak that caused a crash while loading active quests.
* Fixed some UI scaling issues.

**0.0.2.1 (08/05/20)**

* The game now saves and persists after closing. Reopening will continue existing quests and reload existing guild information.
* Guild Renown has been added as a currency. This will be used to determine when new peasants join the guild.
* Some new quests have been added.

**0.0.2.0 (07/24/20)**

* The basic game loop is now functional. Quests can be started and incidents occur every 10 seconds until the quest ends. However, there is no quest ending yet (no message, no reward, etc.).
* Many objects have been conformed to prefabs which should make the game a little more streamlined and easier to develop/debug and extend with new features.
* Removed the UI Scaling Test Scene. It is no longer needed.

**0.0.1.7 (07/03/20)**

* Fully converted all menus to a new scaling setting. This should keep the appearance consistent across most popular devices.
* QuestManager now pulls 5 random quests at Start and displays them in the Start Quest menu. They are still not functional, however.

**0.0.1.6 (06/21/20)**

* Converted the ManagePeople and AvailableQuests menus to the new scalable style. The Quests menu is bypassed until it is also converted.
* Updated the Change Log layout to better support the Scroll View.

**0.0.1.5 (06/21/20)**

* Converted most menus to the scalable menu style. Three menus still left to be converted: ManagePeople, Quests, and AvailableQuests.

**0.0.1.4 (06/21/20)**

* Added the Bulletin Board background to the Menu\_Hub in the UI Scaling Test scene.

**0.0.1.3 (06/21/20)**

* Added the Change Log scene.
* Added the UI Scaling Test scene.
* Implemented the Scroll View test in the UI Scaling Test scene.
* Added "Restart" debug button to all scenes.