**Mango Man Updates**

# Version 1.0 (December 29, 2012)

* Game is released!

# Version 1.1 (Date not yet announced)

* Lethal mango spawn prevented
* Restart function implemented
* Mangos must be tangent in order for nom-ing to happen.
  + Previously, the mangos be less than 0.75 \* their radii combined for eating to happen. It led to some non-tangent nom-ing.
* Under the hood, the code was reorganized.
* Difficulty selection
  + Easy: Evil Mango doesn’t follow you. You start off bigger.
  + Hard: The original.