

## ***Game Production***

### Release Notes

**Game:** Devil's Maze

**Creator:** Max Freitas

**Version:** 2.0

**Date:** 01/22/2023

#### **New features**

- MAP - More rooms were created in order to expand the map and make gameplay more challenging.
- KEYS - Removed all but one key for better gameplay.
- NEW ITEM - Added a "Cross" item that, once enough are collected, can be used on the Devil character.
- NEW INTERACTIONS - Added new characters and objects that can be interacted with, mostly for fun.

#### **Fixes**

- ITEM PICKUPS - Fixed an issue with the keys not disappearing after being picked up.

#### **Improvements** *(of existing features)*

- COLORS - All colors were changed to create a more pleasant look.
- KEYS - All but one key was removed to expedite gameplay and to better fit within the story.
- NEW INTERACTIONS - Added new interactions to better tell the story.

#### **Known Bugs**

- No known bugs.