

Dashni Update 1.1

A much needed quality of life update

Changes

Gameplay

- Added coyote jumping - you are able to jump for a short while after you leave the ground.
- Added in-air jump detection - if you hit the jump button a bit too early, you will now jump once you hit the ground.
- Added tooltips for the beginning player at the beginning of the game

Graphics

- Particles
 - Added geyser particles - spawn under rock geysers.
 - Added small, medium and large splash particles - spawn when items interact with the water.
 - Added small splashes when Dashni walks, jumps and lands
- Light
 - Added a lighting system.
 - Added small fireflies for ambiance.
 - The big octopus's eye now glows.
 - The ghost octopus now glows.
 - Attack bubbles now have a small aura around them.
 - Dashni now glows slightly.

Sounds

- Added small and big splash sounds.
- Added geyser sound.
- Added bubbling sound.
- Added arm whip sound
- Added step sound
- Added jump sound
- Added land sound
- Added death sound
- Added bubble shoot sound

Bug Fixes

- Tweaked Dashni's attack-up hit-box.
- Tweaked Dashni's attack-down render to match his other sprites.
- Dashni will no longer get stuck inside arms - being squished = death.

Menu

- Added a settings screen:
 - Controls are configurable.
 - Music & sound volume are configurable.
- Added a pause menu:
 - Access using [ESC]
 - Music & sound volume are configurable from there too.
 - A clean way to exit the game (as oppose to dying).
- GUI scaling is now nearest (as oppose to linear) - pixel art looks crisp and not smudged.