RELEASE NOTES - BLOBA IN SPACE

Iteration 2: application 0.5

Changes
* changed the movements of the slobs so that a certain movement is paired with a certain slob
+ added 3 different playable levels with an ascending difficulty based on speed and slob types
+ added a main menu with navigation between four options
+ added a level page with navigation between three possible levels
+ added an avatar page where items are changeable for the avatar(in progress)

Bugs
- Lowered the size of the images and removed images after using them in order to fix the bug where game crashed occasionally

Iteration 3: application 1.0

Changes
* changed the boss settings of level 3 to level 4
* changed the boss character in level 3 to be the red slob character
* changed the choices in the Level selection page to show all 4 levels as well as the navigation and visuals
* changed all return- to- menu functions to use the menu button as well as giving them the same look
* changed the avatar and main menu pages to be more coherent with the rest of the images
+ added the star system in the Level selection page
+ added a boss and its respective movements and properties
+ added a new background for level 4
+ added a high score page
+ added a profile system - so the reached levels and earned stars can be saved to different profiles
+ added an unlocking system that unlocks levels and avatar items as the user completes levels
+ added the ultimate ending - the dancing function
+ added a tutorial page series
+ added texts to the story line

Bugs
- created a variable dedicated to the boss's vulnerability and if-statements in the function drawing the slobs to solve the wrong blinking of Bloba and the boss when they collided.
- added +0 after the variables from the saved profile
- changed the parameter level_reached to start from 0 as well as some following changes in the if statements involving it, in order to unlock the next level instead of the completed level
- made the boss character spawn at the same time the user character spawned, together with a more limited range to avoid it spawning on top of the player character