Version 0.0.1 = earliest playable demo

Version 0.0.1.1 = functional level loader

Version 0.0.1.2 = various platforming tweaks and fixes

Version 0.0.2 = one enemy subclass added and fully functional

Version 0.0.2.1 = at least one full class of enemy fully functional

Version 0.0.2.2 = new class of enemy fully functional

Version 0.0.3 = starting variety of enemies added

Version 0.0.4 = ledges, slopes, platforms, and other obstacles

Version 0.0.5 = a boss level, among other things

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Version 0.1.0 = all core gameplay elements complete

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Version 0.1.X = introduced themes for land and ledges, with variable in Level Loader

Version 0.1.X = introduced themes for objects and platforms, with variable in Level Loader

Version 0.1.X = a few basic background objects with different themes

Version 0.1.X = introduced themes for background objects, with variable in Level Loader

Version 0.1.X = more complex background objects with large/variable size

Version 0.1.X = randomized appearance of background objects in levels, with variable(s) in L.L.

Version 0.1.X = sound engine for Tomato Joe, with functions for Sound Effects and Music

Version 0.1.X = variety of sound effects ingame

Version 0.1.X = variety of ingame music, with variable(s) in Level Loader

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Version 0.2.0 = all core visual, theming, and audio elements complete

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Version 0.2.X = multiple worlds of levels with progressing difficulty

Version 0.2.X = title and loading screens

Version 0.2.X = options screen with a variety of settings

Version 0.2.X = audio options for sound and music volume

Version 0.2.X = video options for resolution change and fullscreen toggle

Version 0.2.X = control options to change button mappings for keyboard and joystick

Version 0.2.X = cheats screen with options to toggle each cheat on/off

Version 0.2.X = variety of basic cheats to modify gameplay or visual elements

Version 0.2.X = box on cheats screen to enter code to unlock cheats

Version 0.2.X = ability to navigate title screen, menus and options with mouse

Version 0.2.X = functions to hide mouse cursor when using joystick or starting a game

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Version 0.3.0 = all core game design systems complete