

Full Changelog

This document contains 14000+ words detailing every change I've ever made to Any Journey between the 1st of May 2020 and the 24th of December 2018. The entries are split up in Beta, Alpha, and Pre-Alpha sections and sorted in reverse chronological order. I have not proofread this.

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How to read the entries

Every entry has the following structure:

[Stage] vMAJOR.MINOR.REVISION.PATCH YYYY-MM-DD

Additions (new features)

- Added feature

Changes (changes in existing functionality)

- Changed feature

Fixes (bug fixes)

- Fixed problem

Removals (deprecated features removed)

- Deprecated feature is now removed

This is what the numbers of the version mean:

MAJOR: The stage it's in: alpha = 0, beta = 1, full = 2

MINOR: Added features, big changes

REVISION: Small additions, changes to existing features

PATCH: Bug fixes, Refactoring

Right numbers roll over into left ones. So you could go from v0.0.5.2 to v0.1.0.0 for example.

Beta Changelog

This section contains all the changes in all the updates to Any Journey in reverse chronological starting on the seventh of July 2019.

Beta v1.2.0.1 2020-05-01

Fixed

- Started work on bringing saving and loading up to date. This will take quite some time since when I last worked on this system was all the way before warfare.
- Settings menu now doesn't change size when entered.

Beta v1.2.0.0 2020-04-30 Functionality Update

Added

- New footstep sound when walking on sand/dirt.

Changed

- You can't carry weapons in a town/city anymore. Also not in arena with arena master.
- Footstep speeds for walking, running, and sprinting.
- When you can't afford a travel option but try anyway, you'll be told off by a message. Also, overlay animenus now render over regular menus. Might have unforeseen consequences...

Fixed

- Skills menu is colorful again. Tweaked the graphics a little too.
- Wood variation tiles are the same contrast as the tileset itself.
- You can't click on both enter arena and enter town/city anymore.
- Footsteps being irregular
- Settings menu lag and wrong setting of resolutions.
- Reduced size of RES folder, removed unused/wip/deprecated files.

Beta v1.1.3.2 2020-04-29

Added

- Philosopher custom npc's that grant you their wisdom. They have cute custom portraits too.

Changed

- Tavern dweller npc's now respond to your renown status. Above 20 you're known, above 50 you're famous. Get ready for some ego stroking.

Beta v1.1.3.1 2020-04-28

Added

- RenownInfluencer class that handles nations influencing each other's renown. There's a tendency for you to be forgotten, so it decreases. The influence is based on difference in renown, total renown, and the amount of neighbouring locations between nations.

Changed

- MapUI Overlay now displays new renown changes
- Renown value is now a float in Nation class, but gets accessed as an int. (genius!)
- ArenaUI displays both local and global renown

Fixed

- Removed intentional exploit to test champion fights
- Local leaderboard now shows local player renown

Beta v1.1.3.0 2020-04-27 Renown Rework

Added

- Renown stats to mapoverlay menu

Changed

- Renown is changed back to the way it was. No more paragon or renegade.
- Global renown is now simple sum of values of nations
- Monk NPC now gives renown to nation instead of his own faction.

Fixed

- Player white in loadout on map menu after dying
- Epic text now uses specified alpha for icon and default color text rendering

Beta v1.1.2.10 2020-04-26

Changed

- Champions can now be all the different enemytypes instead of just swordsmen.
- Changed enchantment animation

Fixed

- Phantom secondary sword in arenaUI has been exorcised out of the game
- Scaled down player representation in loadout and playerinfo menus to fit box
- Reset scrollbar when switching tabs in ArenaUI to prevent scrolling down into the void

Beta v1.1.2.9 2020-04-25

Fixed

- Champions in leaderboard have hair in their pictures.
- Rescaled arenaUI images to fit square
- Player champion faces the same way as the rest
- Moved some leaderboard text to eliminate overlap

Beta v1.1.2.8 2020-04-24

Changed

- Added all weapons, bows, staves, etc. to the representation image in the arenaUI. But a strange phantom onehanded sword is rendering itself in weird places now... Is the game haunted?

Beta v1.1.2.7 2020-04-23

Changed

- Champions now have a win/lose ratio displayed on the leaderboard.
- Given player the same win/lose ratio stat

Fixed

- Debug crash on main menu
- Champions generate new equipment when losing some in battle.
- Champions level up also increases hp,stam,mag stats

Beta v1.1.2.6 2020-04-22

Changed

- Applied new challenging and challenger mechanics to player. Player has no timer, player's arena is his current location, player follows the rules the rest follows too. This comes with some more bugs that need to be resolved.

Beta v1.1.2.5 2020-04-21

Fixed

- Carriage can't bankrupt you into negative funds anymore.
- Player doesn't need travel funds to enter travelled to settlement
- Carriage ferry and travel ferry don't take a different amount of time.
- Scrollbar doesn't glitch for 1 frame when opening menu
- Entering arena now displays loading screen
- Map player menu button reduced size and closes playerinfo and skilltreemenu too
- Travellers don't spawn in abandoned places anymore.

- World gen: nations can't spawn in a non-arena-having location anymore. This bug must be at least half a year old...
- World gen: first nation that gets a town/city keeps that town/city.

Beta v1.1.2.4 2020-04-20

Changed

- Champion Challenge GUI has now improved drastically to give player information on winners, losers, timers, rank changes, etc.
- Champion challenges have a timer associated with them instead of happening every midnight.

Fixed

- If I don't hear anymore of it, the recursive floodfill stackoverflow arrow has been fixed.
- Removed space after single name name
- Reduced pointer arrow size and centered

Beta v1.1.2.3 2020-04-19

Changed

- Instead of the leaderboard being only about renown, there's now a challenging mechanic. If a champion has more renown than his superior, he will challenge him in battle. If he wins he obtains the new rank, if he loses he gets a penalty.
- The player can't cruise through champions without the proper challenge.

Beta v1.1.2.2 2020-04-18

Changed

- Champion challenges now take place in a certain arena of their allegiance.
- You can't decline champion challenges anymore.
- Added more statistics to champions in challengeList and leaderboardList
- Changed arenaui lists scale from 2 to 1.5. Still ugly and laggy though...

Fixed

- Challenges list crashes
- You're able to use mercy on champions now
- ChallengeList updates when decline option becomes available

Beta v1.1.2.1 2020-04-17

Added

- Carriage travel option that costs gold based on distance between locations. It's a faster option though.
- Ferries: when travelling between locations that are separated by water, you now have to pay a ferry cost even when travelling by foot.

Fixed

- Selecting locations on the map is way smoother by making small adjustments, you can select them while another is selected.

Beta v1.1.2.0 2020-04-16 Map Update (+better champions)

Added

- Rendering now support lines, simple straight lines.

Changed

- Travelling through the map now follows a A* path through the locations. Travel time changes to fit the new path.
- Small changes to location icon art to allow for better centering
- Tickbox now is white on activation and transparent otherwise, instead of rainbow color
- Removed tag legenda since tags don't exist anymore

Fixed

- Alpha values of location tags in the different mouse events

Beta v1.1.1.7 2020-04-15

Added

- Champion challenges: when you overtake a champion in the leaderboard, a single challenge will now appear that is a duel with that champion. They give you more gold but will give you no renown and instead allow you the position higher in the leaderboard.

Beta v1.1.1.6 2020-04-14

Changed

- Tag expansion changed to squares with different meanings around tag icon
- Tag icon is now right on top of location, removed popup tags

Fixed

- Challenge content is reset when entering a different arena. No same challenges in different arenas.

Beta v1.1.1.5 2020-03-17

Changed

- When clicking right mouse button on map you zoom out.

Fixed

- ChallengeList still updating and clickable when not showing.
- Enterprompt still showing on map gui
- When you travel, the menu doesn't disappear

Beta v1.1.1.4 2020-03-16

Changed

- Finalised slick location map overlay, using startmenubuttons.

Beta v1.1.1.3 2020-03-15

Changed

- Camera zoom script
- Mapmenu location tags are smaller and more transparent.
- Added shitty automatic zoom to map
- Changed from expanded tag to slick location interface which displays what you need to know and has separate buttons for entering town/city or arena or travel or whatever.

Beta v1.1.1.2 2020-03-14

Added

- One small arena level preset and set it to towns.
- A dirt arena floor tileset with crappy variations.

Changed

- Made champions stats generation less crazy (no more level 4000)
- Leaderboard UI looks real nice now, displaying the level, rank global, rank local, and renown of a champion.
- The player is now represented in the leaderboard UI
- Added local and global ranks to player info UI

Fixed

- Arena UI not updating lists when clicking tabs.
- Refactored the challengeUI to ArenaUI and Leaderboards into one class

Beta v1.1.1.1 2020-03-13

Added

- Added actual champions generation
- Added leaderboard list stub

- Basic champion generation and representation.

Beta v1.1.1.0 2020-03-12 Champions Update

Added

- MenuTabs for the leaderboard lists in challenge UI.

Beta v1.1.0.12 2020-03-10

Changed

- Quest NPC's don't give their quest before a certain renown threshold
- Tweaked rarity of locations in world generation. Less catles and outposts. More ruins and camps
- Ruins can spawn on good terrain now.
- Reputation icon art

Fixed

- Ruins don't connect to the roadmap anymore.

Beta v1.1.0.11 2020-03-09

Added

- Mercenary enemy preset

Changed

- Arena challenges can now support multiple enemy presets

Beta v1.1.0.9 2020-03-08

Changed

- Audience only is present in arena when a challenge is going on. Its numbers depend on the level i.e. epicness of the battle. Its noise is also dependent now, not producing any when there's just a few people.

Fixed

- Red pointer arrow doesn't point to surrendered or invinsible 'enemies'.

Beta v1.1.0.8 2020-03-07

Changed

- You're now not able to decline challenges below a certain renown (10). The button is locked.

Fixed

- Surrendering in group fights now works, so does killing.
- Loose items could aggro enemies to each other.
- Being able to dash through walls.

Beta v1.1.0.7 2020-03-06

Added

- Basic ambient crowd sound effect that randomizes on entry.
- Mechanism to fade out audio files and make them stop playing on command.

Changed

- Vastly improved spectator audience's behavior, they now look at different chosen targets, have specific rotation speed modifiers, and aren't just glued to the player. they can even de-activate for a while.

Beta v1.1.0.6 2020-03-05

Added

- Bleachers! We have bleachers in the arena, with nice custom walls too. The size is even variable. The bleachers come with their own door, benches, walls, etc.

- Spectators! On the bleachersn now sit a new, very steamlined, low complexity spectator object that can follow the player in rotation. There's no movement. It doesn't even has items, instead it has armour indexes for helmet and armor. They look really good.

Beta v1.1.0.5 2020-03-04

Fixed

- After three days, I've finally fixed the white image in the arena Challenge UI when winning. Now we can move on, Jesus Christ.

Beta v1.1.0.4 2020-02-29

Changed

- Turned player UI war statistic of allegiance and rank into total renown and reputation.

Fixed

- Surrender / killing mechanic works in group fights, but there are exploits still.

Beta v1.1.0.3 2020-02-28

Fixed

- Figured out that there was actually Arena scaling in the game, but the stars didn't represent that. Fixed it. There's a lot of balancing to be done here though.

- When you decline a challenge, you come closer to obscurity.

- Only playable races can surrender, no skeletons or wraiths.

- Position of 'grant mercy' info text

- When killing skeletons or any foe that can't surrender, you don't get the penalty, you get the paragon gain.

- Refracted reputation to renown in code, mostly.

Beta v1.1.0.2 2020-02-27

Changed

- Reputation received will henceforth be called 'renown' and instead of gaining it or losing it, you go further in the positive or negative. Failing a mission gets you closer to 0, obscurity.

Fixed

- Memory leak is no more. Audio system has been improved to close and flush on time, eliminating the memory problem for now.

- Surrender feature works now. You can either kill the enemy or press F to let him surrender, gaining the proper reward either way.

Beta v1.1.0.1 2020-02-26

Fixed

- Hunted down memory leak. Initial memory leak fix by disabling audio streams

Beta v1.1.0.0 2020-02-25 Revival Arena Update

Changed

- Disabled warfare completely.

Beta v1.0.0.18 2019-08-01

Added

- Surrender status to enemies and player

Fixed

- Status text taking way to long to fade in.

2019-07-31

nothing

2019-07-30

nothing

Beta v1.0.0.17 2019-07-29

Changed

- Gold and reputation loot message is new smaller message text
- You can't exit the arena when you're doing a challenge by escape or the door.

Fixed

- Distance for activating arrow
- Arrow only fixes on enemies.

Beta v1.0.0.16 2019-07-28

Added

- Basic enemy pointer arrow

Beta v1.0.0.15 2019-07-27

Changed

- Tweaked amount of enemies in arena challenge generation
- All enemy portraits in challenge UI are now bald to avoid hair bug.

Fixed

- Skeletons not being skeletons

Beta v1.0.0.14 2019-07-26

Changed

- Apply reward when won and lost

Fixed

- Location turning abandoned when winning arena challenge
- Battle challenge gets removed when battle
- You can't swing your weapon in challenge UI
- Challenge UI look changes

2019-07-25

nothing

2019-07-24

nothing

2019-07-23

nothing

2019-07-22

nothing

Beta v1.0.0.13 2019-07-21

Changed

- When pressing 'Battle' button of challenge, you re-enter the arena and can battle the enemies.
- When enemies in arena spawn, they all aggro.
- The game knows when you win the challenge.

Beta v1.0.0.12 2019-07-20

Added

- Proper challenge difficulty level
- Proper challenge reward generation
- Proper challenge enemies generation (only singular preset)

Changed

- Stars aren't just random anymore
- Tiles have their respective correct colors

Beta v1.0.0.11 2019-07-19

Added

- Proper clickable tiles to the buttons
- A non-laggy representational image of the enemy

Beta v1.0.0.10 2019-07-18

Added

- Difficulty stars to challenge UI
- Battle and discard button stubs
- Reputation and gold reward on challenge UI

Fixed

- Challenge list proportions
- Immediate enter prompt clicking again

Beta v1.0.0.9 2019-07-17

Added

- Enemy portrait to challenge ui
- Basic title and description to challenge ui
- New ChallengeGenerator for all generation logic.

Beta v1.0.0.8 2019-07-16

Added

- Basic challenges generation
- Challenges list on challenge UI

Beta v1.0.0.7 2019-07-15

Added

- Challenge UI top with rep and journey amount

Fixed

- glitchy spawn of prompts

Beta v1.0.0.6 2019-07-14

Added

- Challenge UI stub
- Five lines of dialogue for arena master

Changed

- Enter prompt has names for places
- Arena Master can't walk anymore

Fixed

- Arena Master actually spawning in the middle of arena.

2019-07-13

nothing

Beta v1.0.0.5 2019-07-12

Fixed

- Lighting in arena
- Loading screen says correct things
- Immediate clicking on enter prompt

Beta v1.0.0.4 2019-07-11

Added

- Arena master NPC
- New Arena master clothing and generation

Fixed

- Random enemies spawning in arena.

Beta v1.0.0.3 2019-07-10

Changed

- You can now actually enter the loaded arena through the new enter prompt menu.

Fixed

- Overlapping of enter prompts and exit prompts doesn't happen anymore.
- Key presses take both prompts into account.
- You can exit a prompt by clicking anywhere outside of it.

Beta v1.0.0.2 2019-07-09

Changed

- Enter prompts and Exit prompts are now of the same style, governed by an abstract class.

Beta v1.0.0.1 2019-07-08

Added

- Enter prompt when entering a city or town that asks you which part of it you want to enter.

Changed

- Added blue beta sign to the title

Beta v1.0.0.0 2019-07-07

Added

- Support for loading a level from an image.
- One designed arena level

Alpha Changelog

This section contains all the changes in all the updates to Any Journey in chronological starting on the tenth of december 2018.

Alpha v0.10.2.6 2019-06-21

Added

- Volume setting in settings menu

Fixed

- When on settings menu, you could click the main menu buttons, even though they're invisible.
- Swords and shields being one step ahead of agents

Alpha v0.10.2.5 2019-06-20

Added

- Sounds: opening sound for chests and display cases, as well as unlock sound for chests, display cases, and ladders. Also added coins cling for merchant ui. Also also, added sounds for equipping all types of items, except for consumables.

Alpha v0.10.2.4 2019-06-19

Added

- Sounds: arrow hit the ground or wall and arrow woosh by effect.

Changed

- The main menu buttons have sounds when you hover over them properly and when you click them.

Alpha v0.10.2.3 2019-06-18

Added

- Sounds: footsteps

Changed

- Sounds can now play at a volume relative to the distance to the player.

Alpha v0.10.2.2 2019-06-17

Added

- Sounds: wood shield block sound, metal and wood shield parry hit sound, shield parry motion sound, as well as three arrow shoot sounds.

Alpha v0.10.2.1 2019-06-16

Added

- Sounds: four different metal swinging sounds, as well as dull swinging sounds and integrated them into the swinging logic. Also added a shield hit sound, as well as a light body hit sound and a hard body hit sound.

Alpha v0.10.2.0 2019-06-15

Added

- Audio playing functionality. I can now add sounds and music to the game and play theme throughout the game.

Alpha v0.10.1.8 2019-06-14

Added

- Hitflash when hitting an enemy or you get hit. (Can now turn any image white in renderer)

Alpha v0.10.1.7 2019-06-13

Changed

- NPC names are a little see-through now, as well as their markers and health bar.
- Enemies now die when their health is <1 instead of <0 to avoid annoying invisible health bars when they have 0.2/100 health.

Fixed

- Lighting from the outside now applies until the blackness of a wall, then the interior lighting takes over. This way there are no weird lighting glitches.

Alpha v0.10.1.6 2019-06-12

Changed

- Loading screen looks better now and has subimage variation.

Fixed

- Possible endless quest generation loop on entering location.
- Finally fixed very weird bug that made BufferedImage.getSubImage not work. It's because of the bit depth of the png image. Change it from 24 to 32 or vice versa.

Alpha v0.10.1.5 2019-06-11

Added

- A basic loading screen after many attempts at creating a fancier one.

Alpha v0.10.1.4 2019-06-10

Changed

- Improved character creator look even more
- Set icon to new logo

Fixed

- Back buttons on main menus, as well as other main menu buttons are now in their proper place, depending on the window's resolution
- Start menu buttons tile is now more accurate.
- Screen tearing in fullscreen by implementing Vsync. Added vsync option to settings.
- Settings menu chooses start values based on the programme, instead of forcing default values.

Alpha v0.10.1.3 2019-06-09

Changed

- Little changes to main menu background animation.
- Character creator look

Alpha v0.10.1.2 2019-06-08

Added

- Custom names list tavern dweller for 100 subs.

Fixed

- Outside grass and dirt image wasn't properly added to render image resulting in the actual level being closer to the right edge. Increased the size of this image too, so the edge isn't visible anymore.
- Instead of flushing the gl buffer for all rendering every time anything is rendered, it flushes once when the buffered graphics is displayed.
- A monk crash

Alpha v0.10.1.1 2019-06-07

Changed

- Made the new main menu background move
- Main menu buttons colours

Fixed

- Legenda didn't stick in the bottom left when switching resolution.

Alpha v0.10.1.0 2019-06-06

Changed

- Decreased activity tip size.
- Main menu background and title to match website.
- Removed main menu overlay and vignette and replaced it with glow of the logo.
- Decreased NPC name size and exclamation mark size.
- Map menu now supports mouse sliding navigation.
- Made the speed of the camera of the map relative to how much it's zoomed in.
- Decreased map settings size.

Fixed

- Being able to view into the blackness on map menu by moving camera.

Alpha v0.10.0.11 2019-06-05

Added

- Legenda to map menu so you know what the icons and colours mean.

Changed

- When sorting both the player inventory at the same time as the merchant's inventory, whilst having items selected, the items DO NOT get deselected anymore.

Alpha v0.10.0.10 2019-06-04

Changed

- Map tag look.
- Gave all quest giving NPC's the new quest initialization functionality.

Fixed

- You can only fail the quest if you die when it's a war quest.
- Color of quest tag is now properly green.
- You (probably) won't get ambushed when entering an enemy location.
- Monks can't give you their quest endless amount of times.

Alpha v0.10.0.9 2019-06-03

Added

- Exclamation mark to npc's who can give you quests or quest rewards. Plus the exclamation point is also on the map tags.

Changed

- Quests from npcs are now generated on entering a location, instead of when hitting the corresponding dialogue option.

Fixed

- Barmaids now don't wear hats. Along with all other NPCs who had specific items of clothing that they don't wear.

- Reduced lag on map menu by implementing a max amount of 200 travellers and not rendering travellers which are covered by locations.

Alpha v0.10.0.8 2019-06-02

Changed

- Switched out weight based sorting to price.

Fixed

- Maybe fixed memory leaks by flushing ImageResources?
- Inventory acting weird
- Scrolling with mousewheel couldn't get to the ends

Alpha v0.10.0.7 2019-06-01

Fixed

- Merchant UI runs smoother now.

Alpha v0.10.0.6 2019-05-31

Changed

- Lowered minimum level of enemies so bandit camp would be possible to complete.
- There's now a little tip on the dialogue box to tell you that dialogue continues.

Fixed

- Ranged zoom is now only available to ranged items.
- You can't punch people when clicking in a menu anymore.
- Skill tree crash
- Inventory glitchyness when opening

Alpha v0.10.0.5 2019-05-30

Added

- Two new skills: Quick Draw and Eagle Eyes, for ranged speed and ranged vision length respectively.

Changed

- Changed dodging weight requirements and distance.
- You can now finally actually scroll with your mousewheel on scrollable lists.

Fixed

- You can now deselect a map tag by clicking on any spot that isn't the button on the tag.
- Skills sometimes using the values of other skills at the same level
- Accessory material name typos
- Dodge error texture
- You can't open menus when you're dead.
- Nation size stat isn't ridiculously huge anymore.

Alpha v0.10.0.4 2019-05-29

Changed

- When charging a ranged weapon the camera slides in front of the player to kinda follow the mouse.

Fixed

- One crash from loadout
- The smooth camera was disabled for a long time lol

Alpha v0.10.0.3 2019-05-28

Changed

- When you're well rested you now get a bonus.

Fixed

- Skeletons secretly being Humans.
- Inventory allowing equipment of the same item
- Disabled switching loadouts

Alpha v0.10.0.2 2019-05-27

Changed

- All of the skills now have new epic textbox descriptions with correct colors and icons to represent the differing stats.
- Finished the new epic text rendering functionality. Icon size is based on text size and uses multiplications of 8. Color and icon codes can be however long and use symbols that you wouldn't normally find in text.

Alpha v0.10.0.1 2019-05-26

Changed

- The calculation of gold value of items.

- You are now not allowed to trade to some merchants (Barmaid)

Fixed

- Trade button trading when red or neutral.
- Trade items not properly getting removed from other inventory.
- Inventory list not having the proper length.

Alpha v0.10.0.0 2019-05-25 [Polishing]

Added

- A new text rendering method, which allows you to specify in-string colors and even in-string icons, so the string "You gain +4% weight" can have '+4%' in gold and the weight icon in it. This technology also has its own textbox support.

Alpha v0.9.2.7 2019-05-24

Changed

- Barmaids are now merchants too and they sell potions to you.
- Merchant inventory supports item amounts. You can increase the amount you want to buy by left-clicking, you can decrease it by right clicking. The gold amount gets changed, the item amounts, everything. It works. There are still some kinks tho.
- Changed the text rendering of item amounts and gold to look better

Alpha v0.9.2.6 2019-05-23

Changed

- Finished trade UI: trading is now possible, you can push the button, it'll tell you why the trade is impossible, else it'll light up gold.
- Trade button art is thicker.
- The merchant's inventory is also sorted by the sort buttons now.

Alpha v0.9.2.5 2019-05-22

Changed

- Improved merchant UI: added clickable tiles, gold border, gold stats for player and merchant as well as total amount of items selected and total value.

Fixed

- Inventory crash

Alpha v0.9.2.4 2019-05-21

Added

- Basic merchant UI, redesigned the inventory list class to be more general and allow it to be updated with an inventory.

Alpha v0.9.2.3 2019-05-20

Fixed

- Scaling resolution on Windows machine causes the mouse input to be incorrect.
- Moved the entire workspace to new laptop
- Made skilltree boundaries a bit bigger
- Skilltree slide navigation only works when mouse is within boundaries
- You now weight 15kg at the start instead of the same weight as a potion lol

Alpha v0.9.2.2 2019-05-19

Added

- Very basic enchantment animations. Only on loadout UI.

Changed

- Gave the 10 new skills descriptions, values, and applications

- Rewards are well generated now

Alpha v0.9.2.1 2019-05-18

Added

- 10 more skills that go over the passive attributes of the player. They still lack descriptions and aren't applied yet.

Changed

- Skill lines in GUI are thicker now and therefore centered.

Fixed

- Crash from loading enemies

Alpha v0.9.2.0 2019-05-17 [Merchants]

Added

- Tiredness status effect
- Barmaid npc that you can request a room to sleep in from. Your tiredness will then reset.

Alpha v0.9.1.4 2019-05-16

Changed

- Applied all skills that are now in the skilltree. They work.

Alpha v0.9.1.3 2019-05-15

Added

- Skilltree: art to all apparant skills.
- Skilltree: button so you can view locked skills or not
- Skilltree: iron or gold colored backs and back lighting

Changed

- Level menu layout
- Skilltree: multi-level skills get two titles and descriptions so you can compare levels within the skill.

Alpha v0.9.1.2 2019-05-14

Added

- Skilltree: parallax background effect
- Skilltree: tiles outside are not selectable and cut off at the edges
- Skilltree: added about 10 more skills.
- Skilltree: gave all skills actual descriptions and determined effects.

Alpha v0.9.1.1 2019-05-13

Added

- Added clickable tiles to skilltree, added actual art, added background, added locking of skills, added multiple levels support, added title and description tooltip

Alpha v0.9.1.0 2019-05-12 [Skill Tree]

Added

- Skilltree structure with skill nodes and skills with names and max levels and check booleans
- Skilltree GUI functionality: initialization, standard zoom, navigation with mouse, display of skills with x and y units, lines between skills, only functional in boundary of renderimage.

Alpha v0.9.0.13 2019-05-11

Fixed

- Made hp, stam, mag on playerinfo ints
- Changed "Inclusion" title to "Filter"
- Made inventory tiles only highlist inside list.

- Loadout button spawning in top left
- Reset inventory scrollbar
- Global enchantments get applied when they must
- Status effects of the same kind not appearing

Alpha v0.9.0.12 2019-05-10

Changed

- Finished the status effect menu for now.

Fixed

- Those nation icons with reputation are smoothly now
- Fixed quests list size and scrolling
- Player portrait not displaying armour on player info menu

Alpha v0.9.0.11 2019-05-09

Added

- Status effects to the player profile
- Very basic status effect list to the player info menu.

Changed

- Global enchantments don't just apply themselves anymore, they go through the new status effects mechanic.

Alpha v0.9.0.10 2019-05-08

Added

- Levelling menu stub.

Fixed

- Keys and tabs not switching on and off the new menus
- Inventory value stat

Alpha v0.9.0.9 2019-05-07

Added

- A new playerinfo menu tab in the player UI.
 - Player info to the new playerinfo menu. You can now see your loadout stats, levelling stats, as well as your reputation stats in this menu. Plus two portraits.

Changed

- The completed quests look more gray and old now than the active quests.

Fixed

- The monk despawning or not recognising his own quests.
- NPCs not respawning correctly when re-entering a tavern.

Alpha v0.9.0.8 2019-05-06

Changed

- You can now sort the inventory based on rank, physical value, magical value, the sum of those, and weight.

- You can pick which types of items are included in your view of the inventory.

- On the quests menu, it'll tell you when you have no quests or completed quests. On the inventory list it'll tell you if the inventory seems empty. AS well as the item stats menu.

Fixed

- Everything about the inventory concerning loadout switches and the playerUI tabs integration.
- Loadout not accepting inventory clicks
- Loadout not ejecting incompatible equipment when new one is selected.

Alpha v0.9.0.7 2019-05-05

Changed

- Redesigned the inventory menu. There's now a stats menu in the bottom corner and there's going to be options for sorting and including in the left bottom. The inventory menu is now scrollable too!

Alpha v0.9.0.6 2019-05-04

Changed

- Finished implementing the redesigned quest menu.
- Implemented the completed quest list.

Fixed

- Issues with rendering the textbox in the old AWT way.

Alpha v0.9.0.5 2019-05-03

Changed

- Redesigned and implemented the new quests menu with a list of active and completed quests on either side.

Fixed

- A few issues with menus not appearing or disappearing when needed.

Alpha v0.9.0.4 2019-05-02

Changed

- Map menu overlay alpha
- Added a little fade in to menu's that can facilitate it.
- When you try to exit a location or a game by pressing escape, you'll be asked if you're certain by a prompt.

Fixed

- Glued inventory and quest menu on to player menu
- E and Escape keys menu toggle works everywhere now.

Alpha v0.9.0.3 2019-05-01

Added

- Menu tabs for the player menu for: loadout, inventory, levels, and quests.

Fixed

- Organised GUI package.

Alpha v0.9.0.2 2019-04-30

Changed

- Finished redesign of the stats menu. It looks buttery smooth now. Also fixed all stat representation problems and added new icons.
- Hidden the upgrade slot stats, as the upgrade system is not yet in the game.
- Gave color to loadout borders
- Instead of a few numbers and unknown icons, I added a comprehensive list of stats to the right of the loadout menu.

Alpha v0.9.0.1 2019-04-29

Changed

- Redesigned loadout menu again.
- Redesigned stat menu.

Fixed

- `Renderer.drawRect` draws four rectangles instead of using `GLGraphics.drawRect()`;
- Added player rendered in loadout again but this time it's handled by the agentobject, as it should. Instead of copying the entire code.

Alpha v0.9.0.0 2019-04-28

Changed

- Implemented the new redesigned loadout menu. Almost completely

Alpha v0.8.2.5 2019-04-27

Added

- A fun tavern dweller dialogue option

Changed

- Designed new loadout menu.

Alpha v0.8.2.4 2019-04-26

Changed

- Made menu art more consistent across dialogue box, character creator, equipment slots, and saved games.

- Tavern tables art saturation

Fixed

- Resolution change was screwing up map zoom, position and size of elements.

Alpha v0.8.2.3 2019-04-25

Changed

- Added fail and win conditions for war quests.

- A rank now displays in the nation info menu based on your rep and quests completed.

Fixed

- Allies spawn at all floors now

- War quests get removed if location is taken over automatically.

Alpha v0.8.2.2 2019-04-24

Changed

- Enemy and ally behaviour is now the same, only targetting is different.

Fixed

- A bunch of problems pertaining to pathfinding

- A LOOOOOT of problems occurring from allies

- Multiple crashes from quests.

Alpha v0.8.2.1 2019-04-23

Added

- Basic allies who spawn when you enter a war quest location.

Changed

- You can now join a nation's army.

- You can receive war quests from the general.

- You can enquire as to the state of the war from the general.

- Friendly enemies get aggro when you attack one of them and they're in range.

- Soldiers who are at war with the nation you support will attack you on sight.

Alpha v0.8.2.0 2019-04-22

Changed

- Instead of buffering the entire journey into ram, now only the important npc's profiles get saved. Generic tavern dwellers and soldiers can appear and disappear at a whim.

- More soldiers spawn when nation is at war.

- A general now spawns when nations are at war.

Alpha v0.8.1.6 2019-04-21

Changed

- Fixed travellers and added speed and color to them, as well as reducing they're spawns at night.
- NPCs are now their own classes, branched off from the overarching NPC abstract class. It should now be easier to implement NPCs

Fixed

- Very old map scaling problem
- Crash from tavern dweller quest givers

Alpha v0.8.1.5 2019-04-20

Added

- Travellers, pixels that move between locations on roads, however they don't seem to fully work because of a bug where the map distorts depending on x and y pos. Should fix that

Changed

- The entire width and height of a location get roads when they're generated.
- Added 1792x1008 resolution.

Alpha v0.8.1.4 2019-04-19

Added

- Tiling for roads

Changed

- Made roads thinner and darker.
- Caves don't get roads.
- Road generation is beautiful now.
- Roads have a bit of streetlights that are added to map menu.

Fixed

- Tavern npc dialogue crash
- Some rendering jitters

Alpha v0.8.1.3 2019-04-18

Added

- Settings for the map menu
- Road tilesets and basic gen.

Changed

- Towns and Cities can't be taken over like regular locations. They have to be sieged. During a siege no party can declare peace.

Fixed

- Locations that are already war targets can't be targeted by another party.
- Resets the location's inhabitants when it's seized

Alpha v0.8.1.2 2019-04-17

Added

- Support for war between nations and taking over locations. If locations are taken over they are added to a list of occupied territory in the losing nation. Their opinion of the occupying nation will be terribly low.

Changed

- Disabled the destruction of abundant cities and towns, but reduced their spawn rate significantly.
- Increased the default amount of nations to spawn from 2 to 4 and max amount is 7 now.
- Border friction now uses default relationship status.
- Added war opinion status at -100 opinion and allied opinion status at +100 opinion.
- Opinion changes with time.

Fixed

- Map tags are now finally only clickable if they're visible and not behind an existing map tag.
- Location tags are in the correct order now, which means that they won't overlap weirdly.

- Only cities and towns get saved in the ram.
- Door sometimes spawning in the wrong orientation.

Alpha v0.8.1.1 2019-04-16

Changed

- Finished redesigning the entire nation menu.
- Nation preset have descriptions now.
- Redesigned the location list and opinion list.
- Monarchs have fancy exclusive monarch clothes and hats.
- Added size and size percentage stats to nations, which are displayed on the menu.
- Separated nation icons into the different presets.
- The nation's default opinions are now set for every possible relation.
- Added border friction mod to opinions.

Alpha v0.8.1.0 2019-04-15 [War Update]

Changed

- Reduced the possible nation types to a select few.
- Shuffled the spawns of npc's in taverns, so not all important npc's spawn next to each other.
- Traders and Republics don't have one main race, so you'll find people of different races in their locations.
- Redesigned and re-implemented the nation info menu.
- Gave rulers real portraits.
- Gave rulers descriptions.
- Gave rulers clothes.

Fixed

- Ruler titles were generated for the opposite sex.

Alpha v0.8.0.11 2019-04-14

Added

- Random button to character creation menu.

Changed

- Improved portrait armour look.
- Startup is 20% faster by indexing save files only when save menu is opened.

Fixed

- User Input box not recognising space.
- All parts that require it are reset when exiting to main menu.

Alpha v0.8.0.10 2019-04-13

Added

- Tripled the amount of tavern dweller dialogue.

Changed

- Visited locations now get saved in the ram. When you enter them, the npc's stay the same. But in the future, it should be saved in a save game.
- Made dialogue box ultimately smooth by adding partial invisible text support to the renderer.

Fixed

- Player agent race is now set by character creator too.
- The last word of a sentence disappearing in dialogue box.

Alpha v0.8.0.9 2019-04-12

Added

- Tavern quest giver npc's, which are just citizens who got some items stolen, which they want you to bring back to them.

Fixed

- Dialogue box continuing one npc's dialogue when pressing f on another one.

Alpha v0.8.0.8 2019-04-11

Added

- Merchant npc stub.
- Monk npc that sends you on quests to cleanse the world.
- Rich cloth clothes.

Fixed

- Reverted other location inside changes because of tavern changes.

Alpha v0.8.0.7 2019-04-10

Changed

- Portraits now support all armour and helmets.
- Soldiers can now appear sparsely in taverns.
- Tweaked portrait art.
- The character model has proper hair now.

Fixed

- Tavern dwellers only being male.
- Female tavern dwellers not having female names.

Alpha v0.8.0.6 2019-04-09

Added

- Smoke particle
- Red, yellow, blue and black clothes. That are very basic garments for tavern folk to wear.
- Dishes on the tables in taverns.

Changed

- Camera zoom on map is much smoother now.

Fixed

- The program not actually terminating itself when closing the window.
- Crash on player death caused by enemies searching for a non-existent player.

Alpha v0.8.0.5 2019-04-08

Added

- Tavern fireplace furniture.

Changed

- Lighting is now separated between inside and outside.
- Changed lighting modifiers for taverns.
- Tables with decor give off light.
- Furniture spawn rates can now be edited per room preset.

Fixed

- Tavern npc's not spawning in every room.

Alpha v0.8.0.4 2019-04-07

Added

- Round table to tavern furniture.

Changed

- Furniture can now have a 'just wall optional' adjacency rule, which determines that only a wall can optionally be at a side of the furniture. So no furniture can be next to it as opposed to the yellow 'optional' rule.

Fixed

- Save preview error crashing the game. It'll now give you a message like all other caught errors.
- Loadout menu shows proper player skin.

Alpha v0.8.0.3 2019-04-06

Added

- Tavern tables that can change the stuff that's on them.
- Debree furniture to ruins.

Fixed

- Ruins cannot own land anymore.
- Encryption and decryption problems.

Alpha v0.8.0.2 2019-04-05

Changed

- When you die you travel to the nearest town/city.
- Ruins can spawn on mountains.

Fixed

- You can't hit anyone when the dialoguebox is open anymore.
- The guards have a last message when you try to talk to them again.
- Map tags were so jittery and changing shape and position and not accurate. That's all fixed now. But it doesn't support other resolutions yet.

Alpha v0.8.0.1 2019-04-04

Added

- New elven steel, arcinium, and crystalite armour pieces. Plus chrystallite infused steel
- New enemypresets Velleri and Skeleton.

Changed

- NPCs are likely not to wear helmets.
- Enemy boss name is now a color specific to the enemy.
- Enemy presets have min and max levels that they spawn at.
- Enemy names are now purely based on level and boss name is dependent on them.

Fixed

- Crash when pressing escape to leave a location on first run.
- Crazy lag because of enemy pathfinding sometimes.

Alpha v0.8.0.0 2019-04-03 [Nation dynamics, Better quests, Content]

Added

- Ruin location, tag, preset, but no enemy type yet.

Changed

- You immediately spawn in a tavern when you start a game.
- You start a game at level 1, with a basic sword and shield.
- You can only travel in a certain range around where you are.
- Location tags are color coded.

Alpha v0.7.2.11 2019-04-02

Changed

- Separated hair to male and female.
- Added more hair
- Player walking model reflects player portrait.
- Separated hair color to races.
- Portraits can be saved, loaded, and shown in preview.

Fixed

- Portrait display in game

Alpha v0.7.2.10 2019-04-01

Added

- Encryption to save files. It's impossible to edit them now.

Changed

- Main menus now have titles
- Main menus now have back buttons
- Settings can now be deactivated

Fixed

- Load game menu bugging out.

Alpha v0.7.2.9 2019-03-31

Added

- Settings screen on main menu
- Tick box setting

Changed

- You can now switch to fullscreen in game.
- You can tweak the window size in game.

Fixed

- The program finally closes properly.

Alpha v0.7.2.8 2019-03-30

Added

- User input box, where the user can input a string.
- Name input on character creation.

Alpha v0.7.2.7 2019-03-29

Added

- World name generation

Changed

- More contrast on menu
- Portraits are kinda in the game now

Alpha v0.7.2.6 2019-03-28

Changed

- Improved main menus art
- Improved main menu vignette and overlay alpha change

Fixed

- All main menu buttons

Alpha v0.7.2.5 2019-03-27

Added

- Portrait art for race, skin, hair, face, and sex
- Main Menu Background art
- Image coloration technology in renderer

Changed

- Character creator buttons are functional
- Made the start button more dynamic like a menu tile

Fixed

- Items not saving properly.

Alpha v0.7.2.4 2019-03-26

Changed

- Finished of loading by loading player and items.

- Representation of player on saved game preview
- Added a load game button to the load game menu
- Allowing actually going into saves. encountered many problems.
- Chests at abandoned locations are open.

Fixed

- Game crash when trying to enter abandoned location.

Alpha v0.7.2.3 2019-03-25

Added

- Loading of saved games in the structure that they are now.
- Basic preview for loading saved games

Changed

- Improve look of basic load game menu with nations
- Added map preview to save preview menu
- Added error handling to save preview menu that gives you a friendly informing error message.
- Nations and factions are loaded and saved now

Alpha v0.7.2.2 2019-03-24

Added

- Saving for most of the game
- Basic load game menu

Fixed

- Dialogue box text handles line breaks more smoothly now.

Alpha v0.7.2.1 2019-03-23

Added

- Arrow sliders for new menu features.

Changed

- When the game tries to render a null image, it won't crash, but instead render an error image.
- Added the options to character creator

Fixed

- Location name was abandoned in description. Fixed by generating new description after setting new name.
- Reward has a proper string now.

Alpha v0.7.2.0 2019-03-22 [Main menus, saving, loading]

Added

- A main menu where you can start the game or exit right now.
- Skeleton for creation of new game.

Changed

- World isn't generated on startup.

Alpha v0.7.1.6 2019-03-21

Added

- New quest menu. When you get a quest it will show up there with the quest giver's emblem, a title and a description.

Changed

- Journey boxes and selection menus have been deprecated.

Fixed

- Quest giver didn't work anymore because of soldier NPC

Alpha v0.7.1.5 2019-03-20

Changed

- The golden map tag now appears when a mission isn't completed yet on the location that you need to go to and when you need to claim your reward it's on the location that the mission is from.
- You can now generate gold as loot from chests.
- When you get gold or reputation, a loot card will appear.
- Loot cards support item amounts.
- Chests and displaycases can now be locked and unlocked.
- You can now talk to soldiers
- It's now way easier for enemies to spawn armour.

Alpha v0.7.1.4 2019-03-19

Changed

- Dialogue box appearance. Plus a slot for a portrait and name.
- Dialogue choice box appearance and size.
- Trying out a different font.
- Location names use race-specific lists.
- Human, Elf, and Orc names have improved.
- Location and nation names have improved.
- It's now more likely to have one name instead of two.
- Killing every single member of a faction in a location, makes the locations allegiance change to none.

Fixed

- Journey now takes over location name instead of making a new one.
- Guard mission dialogue is correct now.

Alpha v0.7.1.3 2019-03-18

Changed

- Split journey class into a new Quest class which has all the info for quests.
- The player can now accept an elimination quest from the guard. That can be completed and rewarded.

Fixed

- One crash when player dies and playerObject is null
- Infinite performance debuff from pathfinding

Alpha v0.7.1.2 2019-03-17

Added

- NPCs to the tavern. They have a little bit to say to you.
- Dialogue options.

Changed

- Dialogue box art.
- All dialogue from the city guard works now.

Alpha v0.7.1.1 2019-03-16

Added

- Basic dialogue box

Changed

- NPCs now look at you when you're visible and close.

Fixed

- The door doesn't just say "exit the camp", but says "exit the [journeytag]".

Alpha v0.7.1.0 2019-03-15 [Taverns]

Added

- Tavern generaiton

- Furniture: small table with chairs, bench
- City guard and town guard npc stub
- Gold plated armour

Changed

- You can now enter cities and towns to go into a tavern. All locations on the map are now enterable.

Alpha v0.7.0.8 2019-03-14

Added

- Idle pathfinding. When enemies don't have anything to do they might walk around a bit.

Fixed

- The info text tooltip now only appears when in game, removing the bug of it being on the map menu.
- Ember and exp particles didn't render.
- Camps won't spam themselves across the map.

Alpha v0.7.0.7 2019-03-13

Added

- Soldier enemy type for the different nations that has some special features.
- Map lighting effects to location. Timed lighting is now everywhere.

Changed

- Enemies can now be friendly and not attack you.
- You can now enter outposts and castles, where you'll find friendly enemies.

Alpha v0.7.0.6 2019-03-12

Added

- Lighting on map changed based on time.
- At dawn and dusk, a special colored overlay is added to the map menu.

Changed

- The clock looks better
- Travelling now costs time based on distance.
- Player travelling moves time forward

Fixed

- Enemy health was floating around randomly
- Removed journey complete or failed menu when leaving location or no journey goal.
- Map tag shrinks when entering

Alpha v0.7.0.5 2019-03-11

Added

- Real descriptions for all locations. As well as politically accurate descriptions for cities and towns.
- Lighting to the map. Towns and cities are lit. Lighting can vary based on time.
- Time value with special time methods and representation in menu.

Alpha v0.7.0.4 2019-03-10

Changed

- Instead of a solid color, all tiles on the map are now little images.
- Improved location art.

Fixed

- Improved glitchyness of tag
- Only one tag is clickable at a time now.

Alpha v0.7.0.3 2019-03-09

Added

- Player location in the world.

- Special player tag
- Basic bandit and cultist factions

Changed

- Removed bottom bar menu
- Loadout is now accessible from map menu via a handy button in the right bottom corner
- Improved faction selection buttons.
- All locations have name generation now.
- You can now enter caves and camps from the map menu without a journey.
- Camps and caves have allegiance to either the bandit or cultist faction. They can't own land.
- Location land influence is now using a floodfill algorithm that's very efficient so the entire continent will be owned by someone.
- Nations that don't succeed in gaining land during the initial expansion, get removed from the game now.
- Empty towns and cities get removed from the game now.

Fixed

- Camera Align works with tag now
- E key works in map menu too to close and open menus

Alpha v0.7.0.2 2019-03-08

Added

- The expanded location tag, that has the location name, allegiance, placeholder description and a button to travel to it that doesn't work yet.
- Location icons for the location tags.

Changed

- Everything in the game can now be rendered taking the camera's zoom into account and position or just the position or no camera variables at all.

Fixed

- Switched the menu tiles over to the new OpenGL rendering, improving performance

Alpha v0.7.0.1 2019-03-07

Added

- Location tag
- Cave location and Camp location

Changed

- Location art and size
- Location spawn properties

Alpha v0.7.0.0 2019-03-06

Changed

- Tweaked Map terrain generation

Alpha v0.6.1.6 2019-03-06

Changed

- The player really dies when your hp reaches zero and even drops items.
- Enemies can now parry!

Fixed

- Crossbows shoot like crossbows
- Enemies won't get stuck as much
- PlayerUI appears when pressing ESC
- Slowed levelling

Alpha v0.6.1.5 2019-03-05

Added

- Parrying! You can now parry an attack in a small window of time

Changed

- Critical hit negates damage reduction.
- Status text is faster, changes size, and can be still.
- Added lethal modifier for the worst of attacks like power attack while parried
- Enemies wait a bit before attacking

Fixed

- Knockback and camera shake
- Status text disappears when parent is dead
- Secondary sword now works

Alpha v0.6.1.4 2019-03-04

Changed

- Melee AI now takes player behaviour into account

Fixed

- Camshake is more balanced
- Loose item speed

Alpha v0.6.1.3 2019-03-03

Changed

- Speed modifiers from weapons are now properly balanced
- Ranged enemies now tactically swerve from left to right when aiming at you.

Fixed

- Strength has effect on melee weapons again

Alpha v0.6.1.2 2019-03-02

Changed

- The Pathfinding now uses an A* algorithm!
- Pathfinding is back in and it recognises furniture at the 32x level instead of a general 64x overview of it. It recognises what enemies can and can't walk through
- The pathfinding grid is made once every level instead of every time an enemy needs to pathfind.
- The pathfinding grid is aware of the different game objects instead of just the walls.
- Pathfinding is now only done when the player is not in the final spot of the path.

Alpha v0.6.1.1 2019-03-01

Changed

- All weapons in the game are now connected and make use of a single hit function for both enemies and players.
- Removed all old AI and started with very basic AI functions for the new AI.
- Gave enemies real swords and shield

Fixed

- Apparently armour wasn't working. It's fixed now.

Alpha v0.6.1.0 2019-02-28 [Enemy AI, Pathfinding, Combat details]

Changed

- The entire Enemy and Player object code structure has been refractored to hell and back. You now have an AgentProfile and AgentObject that can be either the player or enemy.

Alpha v0.6.0.5 2019-02-27

Changed

- Enemy generation completely changed and is now based on different types of enemies
- Armour type is split into Light Armour and Heavy Armour.

- Enemy names are now based on preset and type.
- Enemies now generated secondary equipment like shortswords for archers.
- New boss generation, which makes bosses way more unique and fitting to the enemy type.

Alpha v0.6.0.4 2019-02-26

Added

- Loose item that can be spawned when an enemy dies, loses it's item or throws an item.
- Experience particle that you can collect

Changed

- Knockback when enemies are hit hard
- Camera shake when enemies are hit hard
- Enemies can drop weapons or shield when hit hard (even their helmet)

Fixed

- Player couldn't slide along the walls sometimes. Fixed now
- Interactable object now only interact when the tooltip for them is shown
- Blood and ember particles can't go through walls anymore.

Alpha v0.6.0.3 2019-02-25

Added

- Particle system. It's now possible to create all kinds of particles
- Blood particles
- Ember particles
- Support for alpha channel for images (finally)

Changed

- Swing animation now looks even smoother with alpha effect

Fixed

- Object Render Time decreased by 400%
- Improved text rendering performance
- Improved physics performance
- Improved performance of rendering basic OpenGL shapes
- Slight improvement in image rendering performance

Alpha v0.6.0.2 2019-02-24

Changed

- Added melee trail when swung
- You now swing more when just clicking
- You can't click when swinging
- Stamina works well again
- Magic looks a bit better

Fixed

- All kinds of little tweaks
- Stats menu represents charge and speed accurately
- Blocking works again

Alpha v0.6.0.1 2019-02-23

Changed

- Shield is now an object which you can charge and bring to your chest to block.
- Shield has a hitbox
- Tweaked sword

Alpha v0.6.0.0 2019-02-22 [Amazing Combat Update]

Changed

- Regeneration effect from consumable is very smooth now.
- Melee attack animation completely changed and is very smooth now
- Melee hitbox changes
- Melee weapons can be charged for a more powerful attack
- Ranged weapon charge has a larger effect now

Alpha v0.5.1.12 2019-02-21

Added

- Castle floor tileset
- Castle Journey back in
- Cave door variant
- Furniture depth attribute

Changed

- Projectiles now only collide with furniture that's at the player's depth.

Fixed

- Initializing time is now deducted from gameloop, avoiding initial lag
- Fixed outside grass not being constant across levels in a journey

Alpha v0.5.1.11 2019-02-20

Added

- Hideout journey with own generation of levels, names, content etc.
- Cave walls and floors tileset
- 20 new nation icons
- More journey location names

Changed

- Amount of grass in the world
- New grass/dirt tileset
- Enemies won't spawn where the player enters the level.
- Tweaked what can and can't spawn in which type of room

Fixed

- Time dilation after loading journey. The gameloop can now handle loading and skips unnecessary updates.
- Journey description details

Alpha v0.5.1.10 2019-02-19

Fixed

- Carving carves way better now
- Journey parts can now reset the journey when they fail to generate. So now crashes from levels or journey parts being null should be gone.
- Ladders sometimes carving a hole in the wall.

Alpha v0.5.1.9 2019-02-18

Added

- Camera Scripts. You can now tell the camera what script to run. The default is following the player.

Changed

- All levels are now loaded as part of the whole journey in the beginning. There's no loading going on while you're playing. This has the added effect of no enemies respawning or chests closing again or anything like that. It's all loaded once you go in.
- When you climb a ladder, there's now a little transition that zooms in and out and fades to black.

Fixed

- On game start it had a 60% chance of crashing because of some OpenGL work I did. Now it's fixed and should never crash on startup.

- Game exits properly now and disposes of the threads properly when closed.
- Lighting is reset properly between levels.

Alpha v0.5.1.8 2019-02-17

Added

- Cultist robes and armour for the cultists mages and knight respectively.
- Clothing category of items with new values.

Changed

- Implemented circlets

Fixed

- Improved time dilation bug
- Fixed input not carrying over to game objects bug
- Removed one little line of code that caused all the fps troubles with images and text and everything else.

We've been freed.

- Added name flash back in

Alpha v0.5.1.7 2019-02-16

Added

- A little line of text that spawns with the item card to tell you the name of the item that you got.
- Equipment GUI at the bottom of player GUI with charges and used items displaying.

Fixed

- Message text amount in queue now caps at 3. No infinite level up messages anymore.
- Potions actually get used up when used and get removed from your inventory when you run out of them.

Alpha v0.5.1.6 2019-02-15

Changed

- Made all GameObjects use ImageResource class
- Displaycases now have lids you can open

Fixed

- Had to fiddle with the foundational part of the engine, changed some things, but it works.
- tooltip text despawns when exiting journey through door.

Alpha v0.5.1.5 2019-02-14

Added

- Furniture: Anvil
- Wooden tile variation

Changed

- Enemies take collision with player into account in their AI
- Collisionbox of magic has a buffer, making it more resistant to walls
- Improved accuracy of projectile hitboxes
- Melee hitboxes are bigger and swords are drawn over entities
- Improved player, enemy and armour texture

Fixed

- Enemies don't run the player into the wall anymore

Alpha v0.5.1.4 2019-02-13

Added

- Hitbox support for all game objects with direct link to the physics engine.

Changed

- Reworked the way collision boxes work. They can now be way more variable in size, position and even functionality.

Alpha v0.5.1.3 2019-02-12

Added

- Some room presets so furniture spawns in their designated presets. Like armory, bedroom, etc.
- Hitboxes to enemies and player
- Furniture: Bear hide, displaycase
- Displaycases that contain a weapon, which you can take. They have their own tooltip

Changed

- Enemy pathfinding now uses a 32x32 grid instead of the 64x64 grid and takes furniture into account well.
- Furniture won't spawn in front of room entrances anymore.
- Decreased collision box size for enemies and player
- Table and big table texture
- Furniture now has a maximum amount per room, so you can't spawn a room with 20 bear pelts laying on the floor.

Alpha v0.5.1.2 2019-02-11

Added

- Tile variation for stone floors

Changed

- Tooltip for objects is now relative to that objects position
- Decreased tooltip size and centered it.
- New Chest texture

Alpha v0.5.1.1 2019-02-10

Added

- Journey mode for Debug UI
- Name generation for camps
- Name flash when entering new Journey part

Changed

- Different types of levels can now have different amounts of background lighting. So a house above the floor has more background lighting than a deep dungeon.
- Redesigned Journey Box menu a bit
- Journies have better titles and descriptions
- Tooltip for: Ladders, Doors and Chests
- Keys now work.
- Exits close now based on some conditions defined in the journies instead of closing when a boss is present

Fixed

- Journies have proper rewards again

Alpha v0.5.1.0 2019-02-09 [Real levels auxilery]

Added

- Key item that spawns in your inventory when the boss is defeated.
- Info tooltip when walking over door that tells you which button to press to do what
- Key art
- Key art

Alpha v0.5.0.6 2019-02-08

Changed

- Seperated groundup part into ground and upper part
- Level presets now have a min and max room size. It's not affected by levelsize.
- Level size is now determined by the preset instead of player level.
- When trying to connect two levels in level generation. If it fails five times. It will redo the whole

generation.

Fixed

- Most common crashes because of level generation
- Bosses spawn again

Alpha v0.5.0.5 2019-02-07

Changed

- Removed everything to do with stairs because they don't work and replaced them with ladders.
- Levels are now connected properly. When you go down a ladder you end up at the respective ladder in the level below. Same with going up. A door only spawns at ground level.
- Correctness of a level is now checked by a floodfill algorithm. Just doesn't work for doors.

Fixed

- The game works again for the most part.

Alpha v0.5.0.4 2019-02-06

Changed

- Level generation is now completely handled by the level generator, assisted by a new furniture generator and object generator. As well as the old dungeon generator. Changing the algorithm should be easier now.

Alpha v0.5.0.3 2019-02-05

Changed

- Levels now are part of Journey Parts, which are part of the Journey. This makes it so you can have a camp and underneath is the camp's cellar, which has a different look and is part of a new journey part.
- Levels can now be underground or not, which changes the outside look of the environment
- You can now go up and down in journeys. So in a building you can go through the floors using stairs and to the cellar.

Alpha v0.5.0.2 2019-02-04

Added

- Stairs! Instead of going down the same ladders you can go up stairs by just walking up them.

Fixed

- Game crashing because enemy AI couldn't find path, which happens very often because it's not compatible with the furniture. So now it just ignores the crash.
- That one tile that doesn't work. Finally fixed now.

Alpha v0.5.0.1 2019-02-03

Added

- Wood floor and walls tilesets
- Grass/Dirt tileset
- Perlin noise generation for grass and dirt outside of level
- Doors. When you start a journey you now spawn at the entrance of the journey location. Right now it's just a door but you could use the same mechanic for cave entrances in the future.

Alpha v0.5.0.0 2019-02-02 [Making Sense Update]

Added

- Field outside of the level.
- Grass art

Changed

- The level generation now carves away the walls from the outside as much as it can to give the 'dungeons' a shape.
- The outside wall now also has the proper art on the outside to make it look like a structure.
- The stats colours aren't the default java colors anymore, but a more visible version.

Alpha v0.4.2.1 2019-02-01

Added

- Enchantments: Vitality, Endurance, Intelligence

Changed

- Accessories and Consumables have weight now.
- Accessories price is correct and based on material and enchantment
- Enchantments on armour and accessories are now global and have 10 levels.
- Tweaked enchantment generation chances and ratings

Fixed

- Camzoom broke. Fixed now.
- Player hp, stam, mag not also increasing when adding vit, end, int level.
- Draining works now
- Physical and magical protection is now limited at 60.
- If an essential element is missing in a level, it skips the level. This is a quick fix so it doesn't ruin the game for now.

Alpha v0.4.2.0 2019-01-31 [Consumables, Accessories, and Enchantments]

Added

- Potions! There's now a type of item called consumables for everything that can be used up by the player. They have an enchantment, which provides the effect. Plus, they have their own loot generation subroutine.
- Accessories! Currently you can equip two rings and one necklace. They have an enchantment and a material. The material only has effect on the price.
- Working slots for jewelry and capes for future implementation
- Item stacking. If you have two of the same items with the exact same attributes they stack and become one tile with a number representing the amount you have of them.
- Indicators on loadout menu as to which buttons activate consumables.

Changed

- Arrow and Bolt speed is now calculated based on weapon power and projectile weight.
- Position of primary, secondary and the consumables on loadout menu.
- Consumables can now be part of the loadout profiles. So you can switch from a magic setup to a ranged setup for example.
- The player representation on the loadout menu changes properly when you browse through your loadouts.
- Enchantments can now have multiple elements. So you can have a potion of life, which increases your health, stamina and magica, for example.

Fixed

- Stats menu jiteringly showing up on inventory
- Player HP can't go over the player's max HP
- The tiles behind the numbers on loadout menu activating when trying to click the numbers.
- Stats menu right click works properly now. It appears, dissapears and pins smoothly whenever needed.

Changed

- Collision of weapons and projectiles is now more precise.
- Enemy now uses player hitbox in AI.
- Magic has a buffer for collision as opposed to hitbox
- Weapon hitboxes are way bigger

Fixed

- Enemy doesn't run you into the wall anymore

Alpha v0.4.1.0 2019-01-30 [OpenGL applied]

Added

- OpenGL basic text rendering
- OpenGL ImageTile rendering
- OpenGL Rectangle rendering

Changed

- Game now quits completely when pressing escape when on main menu without any menu being open.
- The way arrow and spell speed is calculated. It's now based solely on weight and the rate at which the speed of an arrow decreases in the air is more natural.
- Changed magic projectile speed calculation.

Fixed

- Auto keys on input. Input is as smooth as it was before
- Scrolling works now
- Particles now take the delta time into account and thus have the same speed at different framerates.
- Rotation of player and enemy take delta time into account.
- Camera now takes delta time into account

Alpha v0.4.0.3 2019-01-29

Added

- OpenGL libraries, methods, implementation

Changed

- A lot of this broke and need fixing.
- Input is handled by OpenGL now.

Alpha v0.4.0.2 2019-01-28

Added

- Draining, Protection and Levity enchantments with implementation

Changed

- Enchantments work
- Enchantments have full names and levels now

Fixed

- Opinion and location list not updating when activating factioninfo from mapmenu

Alpha v0.4.0.1 2019-01-27

Added

- Enchantment Generation
- Heat, Cold, Sparks Enchantments (not implemented yet)

Changed

- Added parts to new stats menu
- Added total item stats to new stats menu
- Textboxes can now center align vertically
- Textboxes padding is now seperated into horizontal and vertical padding.
- Removed the "None" quality and "None" Enchantment
- Stats menu now activates when you hover over an item.
- Removed Tooltip

Alpha v0.4.0.0 2019-01-26 [Breaking the Entire game to make openGL work]

Changed

- Started redesigning stats menu.

Fixed

- Exits and chests open again
- Objects don't overlap furniture anymore
- the chance that exits and players don't spawn is severely decreased, as they spawn before anything else

now, as it should have been.

Alpha v0.3.3.2 2019-01-25

Changed

- Made debug menu way more informative to fix problems in the future.

Fixed

- Bow can shoot again
- Changed some java2d settings to make it run smoother.
- one chest or exit somehow was requiring more CPU power than rendering 1000 enemies. Now they're on the same level as a wall.

Alpha v0.3.3.1 2019-01-24

Added

- Basic Lighting: The Dungeons are now not just lit by whatever Godly force lights the universe in which they reside. There's a bit of background lighting, so the player isn't lost in the darkness, but most light will come from candles, torches, candelabras, windows, etc. No menus except for enemy names and healthbars are affected by lighting. Also, lights can only be static because otherwise you'd be looking pretty in 5 fps.
- small and big torches, which of course are a lightsource now.
- Hitpause. If you hit an enemy there's now a hitpause of the game for 5 frames.

Changed

- Enemy name and healthbar are a separate ui now and only renders when the respective enemy is active.

Fixed

- Swords and projectiles are now rendered under enemy.
- Text now doesn't disappear on the side of the screen.

Alpha v0.3.3.0 2019-01-23 [Lighting]

Added

- Camera shake when hit when blocking
- Camera Red overlay when hit
- Camera White overlay when dealing dmg
- Camera shake when block is broken

Changed

- Scrollwheel turns from three lines into one line when too small for three.

Fixed

- Crash when blocking when only having shield equipped

Alpha v0.3.2.6 2019-01-22

Fixed

- Loadout menu works with new render system
- Journey Complete menu not updating when one is completed.
- Made bottom menu look nicer
- Made chance of no exit or player spawning less likely. Still possible.
- Mapmenu menus won't be triggered when in dungeon

Alpha v0.3.2.5 2019-01-21

Changed

- Furniture is now rendered on background image, improving fps.
- Camzoom now scales properly with resolution change.
- Removed alpha component from dungeon and map images, which improved fps.

Fixed

- Enemy name now scales with camzoom
- Stats menu works with new render system

Alpha v0.3.2.4 2019-01-20

Added

- Furniture can now rotate

Changed

- Furniture adjacency rules function properly now.
- Got rid of minimum wall requirements for furniture.

Alpha v0.3.2.3 2019-01-19

Added

- Furniture adjacency rules. Still have to implement them successfully though.

Changed

- FPS on Mapmenu and in game is now amazingly high thanks to harnessing the full power of OpenGL. >200fps here we go!!!!
- Made camera zoom a bit smoother.

Fixed

- Population and relations menus on faction info now change when another faction is selected.
- Mapmenu actually takes on the size of the window.

Alpha v0.3.2.2 2019-01-18

Added

- Specific menu stats to debug ui

Changed

- increased fps by moving some menus back to the old rendering method, as it is like 2000% more efficient.
- increased fps drastically by removing image.flush() from renderer.
- improved fps on factioninfo.
- increased fps drastically by adding "-Dsun.java2d.opengl=True", however fps in dungeon has degraded terribly. But that can be fixed.

Alpha v0.3.2.1 2019-01-17

Added

- Camera functionality on map menu
- Update and render time to debug ui

Fixed

- Broke even more menus because of adding camera functionality on the map menu. Had to fix so much.
- Changed more menus to the renderimage way of rendering.

Alpha v0.3.2.0 2019-01-16 [3.2 Camera and Resolution Update]

Added

- Basic camera zoom in levels.

Changed

- Made gui menus independent of the environment

Fixed

- The background black rectangle is now always drawn under everything, so it's impossible to see the default gray java color.
- So many things got broken when camera zoom was added. What got fixed today was: part of the loadout menu, input mouseX and mouseY for gui and environment, had to put the debug ui and player ui in independent classes, tilelayer of environment.
- Many menus now only draw an image in the real world and draw an image of their own sometimes, this is also important for further fps improvements.

Alpha v0.3.1.5 2019-01-15

Added

- Relation expressed in text
- Ability to short big numbers to "2.4K" or "22M"
- Location list on faction info menu
- Very basic resolution change support

Changed

- Made scrollbar transparent and change in alpha when active.
- Faction info menu layout. It has all features now.

Fixed

- Scrollbar jumping up when clicked on
- Main race of a nation being in the minority
- Escape key now works with whole organisation info menu
- Bottom menu works with whole organisation info

Alpha v0.3.1.4 2019-01-14

Added

- Basic relations between factions
- Rendering methods for custom images
- Scrolling wheel technology
- Relations list with scrolling
- Mousewheel scrolling support

Fixed

- Crash on startup when trying to process a kingdom with 0 locations.

Alpha v0.3.1.3 2019-01-13

Added

- Nation description generator with proper descriptions.
- Nation title generator. A name generator with adjective and title.
- Nation description generator and proper descriptions
- Proper political names
- More ruler placeholder 'art'
- Ruler name generator
- Ruler titles
- Basic dialogue

Changed

- Moved info around on the nation info panel

Alpha v0.3.1.2 2019-01-12

Added

- Race name generator. A name generator with first female and male names and last names for all playable races.
- Basic names for political affiliations

Changed

- Factions don't show nations' stats
- Refactored Factions into Factions and Nations, which both extends WorldOrganisation

Fixed

- Avg fps counter now works well and changed position
- fps counter now changes color at 30 and 60 fps
- Boosted FPS on map menu with +60% by drawing one RGB image of the map.

Alpha v0.3.1.1 2019-01-11

Added

- Population stat by race to locations.
- Population stat by race to factions and initialisation of this population stat.
- Faction Info menu support for new population stat.
- Every race now has a color for text and such.
- Nationalism/Order compass on faction info menu

Alpha v0.3.1.0 2019-01-10 [3.0 Faction Generation Update]

Added

- Names to map menu

Changed

- Changed location art once again. Looks best now I think.
- Journey select background now only drawn in absense of journey boxes
- Altered appearance of faction info menu a bit to look like the old style
- Faction color generation improved to disallow weak colors.

Fixed

- Player tab now works properly
- Bottom menu now works properly
- Escape key on map menu now works properly
- Factions can't be the same color as another.
- Factions can't have the same icon as another.

Alpha v0.3.0.4 2019-01-09

Added

- Faction name generation beginning

Changed

- Turned loadout icon cards transparent
- Turned Journey expanded menu transparent

Fixed

- Loadout menu selecting other slot when picking item hovering above other slot.

Alpha v0.3.0.3 2019-01-08

Added

- Added name and description to the new menu
- Avg fps counter
- Some more furniture (big table, chair, weapon rack, small candelabra, small table)

Changed

- Faction select menu is now just a few buttons on the map
- Turned faction info, journey select, journey box into the new style

Alpha v0.3.0.2 2019-01-07

Changed

- Faction selection is now on the left in the new faction menu
- Journey selection is bigger and on the bottom in the new faction menu
- Window now spawns in the middle of the screen when ran. (finally.)
- The journey select and faction select menus themselves are now made in the renderer as lines and rectangles, instead of read from an image.

Alpha v0.3.0.1 2019-01-06

Added

- Bottom Menu
- Top Menu Bar

Changed

- Turned placeholder location art into real art
- Part of the world map is now a menu that can be clickable in the future.
- Increased FPS on map menu by 6x (20fps --> 120fps) by turning the map into an image

Alpha v0.3.0.0 2019-01-05 [3.0 World Generation Update]

Added

- Factions can now be either nations or not
- Basic faction generation

Changed

- Faction influence on map is now one smooth color
- Faction influence on map now has a border
- Removed placeholder factions

Fixed

- Removed reputation score from neutral faction
- Game still unpaused when exiting loadout menu via escape key

Alpha v0.3.0.0 2019-01-04 [WIP]

Added

- Locations and location presets: City, Town, Castle, Output.
- Location generation
- Factions initial expansion over the world.

Changed

- Terrain generation now generates an island bordered by the ocean.

Fixed

- Perlin noise generation now works properly

Alpha v0.3.0.0 2019-01-03 [WIP]

Added

- Initial Perlin noise terrain generation. Not finished yet.

Changed

- Removed WorldMap placeholder menu

Alpha v0.2.5.0 2019-01-02

Added

- Textbox to the game's engine. So now descriptions can be added to items, factions, journies, etc.
- Placeholder descriptions to factions.
- Generated descriptions to journies.

Changed

- Journey complete menu now has proper fitted text.
- Reputation location to bottom right corner of Faction box
- Reputation now shows on journey select screen.

Fixed

- Retrieval journey not completed when retrieving item

Alpha v0.2.4.0 2019-01-01

Added

- Ghoul Race
- Ruin Journey Preset
- Skeleton and Ghoul enemy presets

Changed

- Journies can now spawn multiple enemy presets or one.
- Removed race from enemy names

Fixed

- Crash when pressing escape on journey complete menu

Alpha v0.2.3.0 2018-12-31

Added

- Basic menu on journey completion. With a representation of the journey, the reward and a bit of text about what you did for whom.
- Loadout tiles art when no item is equipped.
- Reputation to factions
- Reputation reward to journies

Alpha v0.2.2.0 2018-12-30

Added

- Enemy boss at the end of every journey. With proper boss generation
- Boss Chest at the end of every journey. With proper boss loot generation
- Implemented Journey goals

Changed

- Final exit is closed and opens when the boss is killed.
- Exit art
- Item generation now has a set chance to spawn an item of a kind of armour, weapon or projectile. For armour it's equally random to get a helmet, chestplate, bracers, boots or shield, for weapons it depends on the rating like previously and for projectiles it's a 50/50 chance to get either an arrow or a bolt.
- Loot generation of chests can spawn multiple possible items

Fixed

- Armour not spawning often and bracers spawning almost never

Alpha v0.2.1.0 2018-12-29

Added

- Journey goals (not yet implemented, but visual)
- Location to journeyBox

Changed

- Journey box menu now extends into a bigger box when clicked
- To start a journey you need to press the start button on the extended journey box
- Position of stats on Journey box

Alpha v0.2.0.0 2018-12-28 [Factions and Journies]

Added

- Basic factions. Journies are now part of factions
- Basic world. Factions are now part of the world. Factions can be nations
- Basic faction art.
- Factions and the world can now have descriptions.

Changed

- Journey selection menu now allows for faction selection. *faction selection*
- Journey selection menu now shows the faction/world name, description and icon at the top.

Alpha v0.1.2.0 2018-12-28

Added

- Debug modes are now available by pressing F8. They are: none, collision, and pathfinding debug views.

Changed

- Furniture can have hard, soft or no collision
- Projectiles can be shot over or through soft collision furniture
- Enemies can now spot you more easily and change to chasing you directly instead of pathfinding more

easily.

Fixed

- The collision system now support hit- and collisionboxes with unequal width and height.
- Furniture has collision.
- Furniture has been added to enemy pathfinding
- Jerking motion of enemies whilst pathfinding
- Objects like enemies and chests can't spawn into furniture anymore

Alpha v0.1.1.0 2018-12-27

Added

- Small barrel furniture

Changed

- Furniture now spawns in a 32x32 grid instead of the standard 64x64 grid

Fixed

- Crash when enemy pathfinding AI bugs out and tries to look for paths in the void beyond the level.
- Furniture now can't spawn in each other anymore.

Alpha v0.1.0.0 2018-12-26 [Furniture]

Added

- Furniture system. Furniture can now spawn in the world.
- Beds and barrels to the furniture list.

Fixed

- Objects are now spawned in line with their wall neighbour compatibility.

Alpha v0.0.0.0 2018-12-25

Added

- Version text in bottom corner

Changed

- Starting inventory of player
- Quality loot generation probability curve is way better now.
- FPS counter changes to navy when under 60

Fixed

- Player now has proper hp, stam and mag at the beginning

Pre-Alpha Changelog

This section contains all the changes in all the updates to Any Journey in reverse chronological starting on the first of december 2018.

Pre-Alpha v n.3.2.2 2018-12-24

Added

- Castle journey

Changed

- Race now has effect on the player as well.
- Extra journies now spawn when one is completed.

Fixed

- Not only fire staves will be spawned now.
- Refracted away all yellow warnings

Pre-Alpha v n.3.2.1 2018-12-23

Changed

- Levels are now generated based on the size value in the journey class
- Exits, Player, and Chests can't spawn in hallways anymore.
- Background for character representation in loadout

Fixed

- Did some backend refractoring

Pre-Alpha v n.3.2.0 2018-12-22

Added

- Races, with preferred Kinds and Materials and base hp, stam and mag along with art
- Player representation in loadout menu

Changed

- Loot generation takes preferred Kidns and Materials into account
- Staves are now not held at their tippy tops
- Made Journey boxes beautiful

Fixed

- Mage armour overlaying head.
- Position of stats menu in main menu and its posY in general
- Game now pauses when loadout menu is opened and continues when closed.

Pre-Alpha v n.3.1.1 2018-12-21

Fixed

- That one tile bug
- Speed reduction decreasing with more weight. Changed speed reduction formula.
- Speed reduction will now show a + in the gui if it is positive
- Fixed arrows not rendering
- Bolts now render as bolts and arrows as arrows

Pre-Alpha v n.3.1.0 2018-12-20

Added

- mage robe armour (linen)
- new enemypreset cultist, which are mages

Changed

- Loot generation. It seems that now it is good.

Fixed

- too much to mention. Especially in Pre-Alpha, this is unnecessary.

Pre-Alpha v n.3.0.0 2018-12-19

Added

- ItemCard Gui particle for when you open a chest and get an item as loot

Changed

- Finished Enemy AI for now

Pre-Alpha v n.2.1.2 2018-12-18 non-playable

Changed

- Outsourced enemy AI determinant methods to EnemyAI class in EnemyManager.

- Worked on enemy AI. Needs more work.

Fixed

- Enemy will now properly follow the path through the middle of every tile.

- Enemy won't go through walls or stop for no reason, but work properly.

Pre-Alpha v n.2.1.1 2018-12-17 non-playable

Added

- Many classes for the enemy pathfinding.

Changed

- Implemented Floodfill pathfinding algorithm in enemies

Fixed

- No more infinite while loops in Level Generator

- Refactored the entire enemy class. More work needs to be done to fix it now.

Pre-Alpha v n.2.1.0 2018-12-16

Added

- MessageText for levelup and death messages

- Implemented death mechanic that puts you back to the main menu

Changed

- Low level enemies now not always spawn armour

- Journeys are now also generated based on player level

- Particle text now properly fades away and fades in

Fixed

- When switching from ingame to outgame and vice versa everything load properly

Pre-Alpha v n.2.0.0 2018-12-15

Added

- JourneyBox class for displaying journeys on the JourneySelect menu

- Journey selector menu in the main menu

- Escape button now works

- Methods for going from ingame to outgame and vice versa

Pre-Alpha v n.1.3.0 2018-12-14

Added

- An abstract GameParticle class to add future particles to.

- StatusText class for displaying floating text on the screen.

- The amount of health damage now appears above a hit enemy

- Beginning of main menu / journey select

- Fake world map

Changed

- hp, stam, mag and loadoutnum are now stored in the playerprofile

Fixed

- Refracted the collision scripts to be clearer

Pre-Alpha v n.1.2.0 2018-12-13

Changed

- The way rating is calculated. Now it is proportional to its 'goodness' from 0 to 100.
- The way value is calculated. It now fits the rating better.
- Enemies and chests now spawn at the Level layer.
- Enemies and chests now spawn proportional to the level size.
- Exit and player now spawn apart from each other.
- Loot generation is now based on journey level and player level

Fixed

- The loadout menu displays the correct items for each slot.
- Not spawning armour bug

Pre-Alpha v n.1.1.0 2018-12-12

Added

- Correct enemy equipment generation
- Level class
- Journey class, JourneyPreset class, JourneyManager class

Changed

- Refracted variable names like primaryLeft to firstPrimary and secondaryRight to secondSecondary. This is way clearer.
- Level exporting is now done to a Level class instead of a textfile.
- Level importing is now done by getting the journey's level
- Level generation now happens at the journey
- Enemy level is now in line with journey level
- Enemy stat generation now in line with equipment and level
- Item value is properly based on exponential function of rating
- Loot generation function from plain random to hyperbolic

Removed

- Old way of importing and exporting levels

Pre-Alpha v n.1.0.0 2018-12-11

Added

- Resource.getMaterialIndex() to get the index of a material in its respective tileset.
- Resource.getKindIndex() to get the index of a kind in its respective tileset.

Fixed

- All remaining instances of Type and CompEnum into TypeCompatibility in the menus to remove errors.

Removed

- EnemyCombatType enum, just remove the kinds you don't want. If a necromancer enemypreset shouldn't have melee weapons except maybe daggers, change it there. Enemy types are unnecessary.

Pre-Alpha v n.0.2.0 2018-12-10 non-runnable

Added

TypeCompatibility class that contains an array of allowed materials and an array of allowed qualities for an itemtype

Changes

- Turned every instance of Compatibility enum and Type enum into the TypeCompatibility equivalent
- Loot generation to use a combination of the allowedMaterials in TypeCompatibility and the parsed allowedMaterials from the method.
- Loot generation to use the allowedQualities form TypeCompatibility

Removed

- Compatibility enum from attribute constructors
- Type enum from attribute constructors
- Compatibility enum class
- Type enum class

Pre-Alpha v n.0.1.0 2018-12-04 non-runnable

Added

- Fleshed out EnemyPreset class to contain a list of allowed materials and allowed kinds.
- EnemyManager class to contain a list of all presets.

Changes

- The way rating of item attributes is calculated.
- Made a mess of the LootManager class. Overthrown all generation of items.

Removed

- Chance from all item attributes
- Rating from all item attribute constructors

Pre-Alpha v n.0.0.1 2018-12-04

Fixes

- Refracted the level loading from Environment into the LevelLoader class.
- Moved packages around to make the project more organised.

Pre-Alpha v n.0.0.0 2018-11-30

Initial release c: