

Version 0.1.4

c!pp

- added 1242 images which doubles the image count up to 2370 images total
 - added 128 new animations (most of them are for the Movie Sandbox)
 - added about 10 new regular events
 - added about 5 new work events

 - added some repeatable naughty time with secretary
 - Improved notification system
 - Improved image system
 - Improved gallery system
 - Implemented Event Composites
 - Introduced Subject Proficiencies for headmaster
 - Introduced new Subject - History
 - Introduced Sandbox Movie System
 - Reworked the tutorial
 - Reworked the school map
 - Reworked the journal
 - Reworked stat changes for some events to make them less brutal
 - Tons of prepwork needed for special project planned for 0.1.5
 - Lots of bugfixing
 - Lots of improvement to existing systems in game code
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Note for using existing save games from 0.1.3:

I made sure to keep all the save files created from 0.1.2 and upwards compatible.

The old saves should have no problems loading. For the selection of the new proficiencies, you'll get a prompt to select one.

IMPORTANT! It is possible that you get an error while loading, telling you that it couldn't load an image file. In that case, you can just click on ignore. You'll get a missing background in the proficiency selection but after that, everything should then work properly. Also if the school map looks a bit buggy after loading, that should fix itself after entering a location or opening the journal.

All that are just visual bugs, occur only directly after loading an old game and won't influence or corrupt the game itself.

Revision #2

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