

# ProtoCorgi changelog from patch 1.0.437 to 1.1.19:

## New Features:

**Mutators:** Options that change the gameplay rules of the game. Mutators are divided in three types, ones that let the user revert changes from 1.1.19 to 1.0.43, the ones that are new gameplay mode rules and others that make 1cc achievements easier as score/fruit extra lives and auto bomb.

- **Implemented Caravan Mode Mutator:** Bullet has a timebomb that will explode!. Adds time limit to the game. When active, add the timer to Campaign stage, Training Stages and ProtoCorgi Maker stages. This combined with the Training power up selection and abilities mutators, creates interesting short score runs. *Default value is OFF.*
- **Implemented Unstoppable Caravan Mutator:** If activated, stop time doesn't stop caravan timer. *Default value is OFF.*
- **Implemented Pacifist Mode Mutator:** disables damaging abilities from the player. 1.0.437 had a pacifist mode if the player didn't shoot and there was an achievement focused on finishing the game in this mode. Because of the multiple consistency bugs and the game not being clear when you lose the pacifist mode, we overhauled this to be a true game change and help the users to make it easier and fun to unlock the pacifist achievement. If the user finishes the game using this mutator, the achievement is ensured to be unlocked. Note the game hates the users that try this achievement in 1.1.19 and becomes harder. It's recommended to try it after unlocking all the secret abilities. *Default value is OFF.*
  - Make it difficult to lose pacifist, now is lost when an enemy is killed, instead of damaged. For bosses is lost if a phase is killed by the player.
  - Fixed pacifist consistency, enemies killed by ice mine explosions don't count as player kills. Ice blocks count as player kills. Damaged\_by was implemented and connected in all enemies to achieve this objective, so the enemies now know who damaged them.
  - Fixed wall commander lost pacifist when a wall serpent or larva explosion bullet killed a larva or meat ball.
  - When the player absorbs a boss bullet in pacifist mode, the boss timer is reduced by 1.
  - When the player absorbs a bullet in pacifist mode, increase score by 10000 per bullet absorbed, this is to give a way to increase lives to the player in pacifist mode.
  - Increased difficulty in pacifist mode: all bullets had increased speed, boss patterns are faster and some change. Affected bosses: Nick v1, Gravity control, Isopoda Guardian, Frozen Eye Guardian, Diva, Nick v3, Wall Commander, Fish Guardian, Alien Dimension Isopoda Guardian, Alien DImension Eye Guardian, Mastermind A, Mastermind B.
  - Pacifist mutator force the game to one continue. This ensures the achievement unlock if the game is finished in this mode.

- **Implemented BARK Only Mutator:** Players can only bark and use animal spirit/absorb/stop time/bombs. Hold shoot replaced by a turbo bark. This mutator is aimed to help users to unlock the Bark only achievement and fruit achievement. Note: Bark Only and pacifist mutator can be activated at the same time, but in this case because the bark achievement requires to bark at least one time, the pacifist mutator overrides this mutator. *Default value is OFF.*
  - BARK Only mutator force the game to one continue. This ensures the achievement unlock if the game is finished in this mode.
- **Implemented HYPER BARK Mutator:** Hyper BARK aims to fix the design problem that the hidden chests or fruits can block player bullets in 1.0.437 version leading to unfair scenarios in certain difficulties. When the BARK bullet hits a chest or a fruit, the BARK powers up, increasing its damage and size, instead of being killed. This can be chained. *Default value is ON.*
- **Implemented AUTO BOMB Mutator:** Auto bomb aims to fix the issue where most players never use bombs, because they are lost on death. Auto Bomb means: if the player has a bomb without use, that bomb is automatically used on death with a bit of invulnerability time instead of dying. Basically bombs are an extra life. *Default value is ON.*
- **Implemented score extra lives Mutator:** the player can get extra lives from the score. Extra lives at 500000, 2000000, 5000000, 10000000, 25000000, 50000000, 75000000, 100000000 points and then for every 100000000 points. *Default value is ON.*
- **Implemented fruit extra lives Mutator:** the players can get extra lives for every 100 fruits. *Default value is ON.*
- **Implemented Animal Spirit mutator:** enable/disable the animal spirit without resetting the game. *Default value is Enabled.*
- **Implemented Absorb and Stop Time mutators:** Enable Stop Time and absorb/Enable absorb/Disable. Changes the absorb/stop time state without resetting the game. *Default value is Enable Stop Time and absorb.*

**Power Up training selection:** select the starting power ups before a training stage.

**Sound:**

- **Updated game music:** improved versions of game's tracks.
- **Sound test:** Listen to the music of the game
  - Added sound test menu.
  - Added audio renderer, enabled spectrum analyzer in the sound test.
  - Added a link to buy the official soundtrack.

**Fixes and Balance:**

**GUI:**

- The game asks the user if they want to upload their highscore after ending the campaign. In maker maps the behavior is the same as before, because to play an online

map, the user first requires access to an online map, so the user should be connected beforehand. Make offline maps forced to local highscores.

- Disable forced uppercase message from highscore screen.
- Improved support for focus neighbor for arrow selector and slider selector.
- **Revamped pause screen.** Now support tabs with multiple options:
  - Added restart button to pause menu.
  - Added yes/no confirmation for restart and quit the game in the pause menu.
  - Added brightness buttons to pause menu
  - Added resume button to the pause menu
  - Fixed pause joystick popup resuming the game if it's closed with the b joystick button.
  - Removed restart button from pause screen at tutorial inside campaign.
  - Removed yes/no confirmation dialog to finish the tutorials.
- Removed lock buttons from control configuration, now unlockable abilities hint is always on the tooltip and buttons can be configured from the start.
- Reworked the creator settings menu, similar to the pause menu. Exit to the menu is more clear now.
- Center Epilepsy warning.
- Implemented Brightness configuration support: Backgrounds, Effects, Snacks, floating Score labels and ally bullets can be darker to improve accessibility and fixes lack of clarity in some scenarios. This update required the change of many section backgrounds or effects.
- Implemented an option to disable dynamic in game tutorials.
- Implemented an option to disable notifications.
- Implemented an option to always show the player hitbox.
- Fixed thank you for playing not adjusting to resolution changes.
- Fixed sliders wrong slider style asset when disabled.
- Changed tooltip colors.
- On login complete, the notifiator doesn't popup if the connection failed trying to connect.
- Unlockables splash screen now skips the scene if the unlockable rows are empty
- Implemented the sleeping corgi animation in the game over/continue screen, at last difficulty names makes sense.
- Fixed animation issues in continue/game\_over screen.
- Moved clear save option to game\_menu.
- Renamed misc\_menu to customization\_menu
- Fixed cycle arrows enabled with one tab in custom tabs
- Fixed health bars not waiting for the animation of the last hit before fade out.
- Fixed hud in CRT screens, now if the game detects a CRT resolution (240p) the hud moves 16 pixels towards the center, inside the safe visual area.
- Improved unlock debug letters in the hud. They now use a transparent X to mark lost achievements. Show the current difficulty, starting lives and continuing using a number from 1 to 9 and settings.
- Game Settings/unlockables lost information visible in hud, pause menu and ending screens.

- Updated controls menus to be consistent with the new tab hud system.
- Added Bark volume configuration support
- Controls previews and level/achievement code is shown in all interface types
- Hud Speed now show the real speed
- Fixed menu frame rate video options not being disabled in move animation
- Fixed stage 2 secret section missing conditional check for the section unlock in training mode.

### **ProtoCorgi Maker:**

- Fixed random rocky green background doesn't match in creator maps, disabled the random behavior for creator maps.
- Fixed a rare crash in online maps.
- Fixed creator bug when maps with edited paths are loaded for the second time, they lose the customized path.

### **Gameplay Changes:**

- Change side is unlocked from the start.
- Fixed Change side tutorial after being unlocked from the start. Separated from the dynamic tutorial from the animal spirit unlock, it now appears automatically if the user has not used change side before interstellar station section 5.
- Reduced change side required time from 1.0 to 0.25.
- Change side requires to release the button to change the side again.
- BARK customization is enabled from the start.
- Improved invulnerability effect. Shows a shield animation (recycled from absorb) when the player has respawned or an auto bomb has been triggered. This is rendered in a higher layer for being visible most of the time.
- Increased the invulnerability time on spawn from 2 seconds to 4.5.
- Power ups now follow players in invulnerable states.
- Increased following power up speed from 0 to 90 for powerup ship and mastermind nixie faces.
- Increased following power up speed from 120 to 180 for powerups dropped after player death.
- Fixed player burst bark buffering, this fixed the shoot losing inputs in cooldowns which felt bad.
- Added power up floating text when the player gets a new power up, this can be disabled from the menu.
- New power ups reset the timer when swapped by another power up, this can happen 3 times.
- Updated the visuals of the power up system, now each change in active power ups is shown visually in a satellite around the Corgi.
- Improved clarity of power ups iconography and animations
- Removed randomization of the power up drop animation. Now the animation always starts in the frontal frame.

- Fixed the power up drop on top of the player without being collected
- Lower the required time for the Player Laser to reach the full attack: increase the damage tick increment from 1.025 to 1.03 and the attack increment from 1.05 to 10.6.
- Fixed the issue of the damage feeling too low because the players used the options as the main source of damage, instead of the main weapon. Buffed option weapons, now they do the same dps as level 1 and level 2 main weapons. Overall a 25% increase in power. The game has been rebalanced around this fact.
- Buffed missile upgrades, they do the double dps, but still less than main/option weapons.
- Increased the power/utility of all bombs:
  - Overdrive: Spawn a small area near the player at start that kills bullets and does 1000 damage.
  - Bomb explosion does 1000 extra damage.
  - Increased shield duration from 6 to 12 seconds.
- Fixed collision check after shield timer ends, the player can't stay infinitely inside a collider after one of those states ends.
- Fixed laser side after respawning and getting the first powerup with the shoot button hold in reverse
- When the player absorbs a bullet, increase score by 100 points per bullet absorbed, this is more for giving another cue of the bullet absorbed, than for giving actual meaningful scores. As bosses give much higher scores based on time, this should not encourage milking strategies in bosses.
- Absorb can reveal hidden chests, this creates a way to get chest fruits in pacifist mode.
- Fixed the player homing missile explosion being red like the enemy bullets, now it's blue.

**General Balance:** Reduced hp of bigger enemies. But the locations across the levels are harder in latter difficulties. This to balance the increase of Corgi power.

- Fixed intro ships and powerup ships dying when they are moving in the background.
- Removed fish scrap small heart icon scrap. This icon created confusion among the users because it seems like a pickable.
- Reduced fish scrap big health from 1500 to 1000
- Reduced the difficulty speed scale from bullet ship fish and turret snails from 1.0 to 0.75.
- Reduced ship fish first shot cooldown from 0.5 to 0.25
- Fixed fish ship graphical glitches when they die in the start of the running animation
- Reduced mola mola first shot cooldown from 0.75 to 0.3 and increased the rail shoot cooldown increment from 0.2 to 0.6
- Reduced mola mola master first shot cooldown from 0.5 to 0.25 and increased the rail shoot cooldown increment from 0.2 to 0.4
- Reduced anemone/anemone clean and anemone eye health from 1500 to 1000
- Increased big mola mola hp base hp from 750 to 1500, but reduced the difficulty hp from 1250 to 500.
- Increased the turret ice block limit from 12 to 32.
- Fixed ice blocks graphical glitches when they die rotated.
- Fixed graphical glitches when frozen ships die in freezing animation.
- Ship Big leviathan shakes the camera after dying.

**Boss Changes:** Tested and rebalanced all bosses, updated them for Pacifist mode for the bosses that were not fun to watch. Overall the bosses have lower time and health, but they are more aggressive.

- Changed the boss timer system. The timer is for each phase of the boss.
- All bosses give scores to the player based on the time left.
- Timer shows a message when a timeout has happened and the score obtained related to the boss timer left when the boss is killed.
- Fixed Nick's health left persistence. Now Nick v4 reads the health left from Nick v3 and Nick v3 from Nick v2. On training stages the hp is set to the minimum (4500).
- **Nick V1:**
  - Fixed burst\_nick\_v1\_homing wrong alignment.
  - First phase Justice Gun doesn't interact with bullets or Animal Spirit. Still can kill the player.
  - Shoot a suicide bullet circle towards the player for all patterns in higher difficulties.
  - Changed stats for phase 1, 2 and 3:
    - Time setup to 30.9 in all phases. Total time reduced from 99.9 to 92.7.
    - Score setup to 300000 for first phase, 400000 for second phase and 500000 for third phase.
    - Base health reduced from 8000 to 4000 for first phase, from 8000 to 3500 for second phase and from 8000 to 3000 for third phase
    - Difficulty health increased from 1 to 2000 for first phase, from 1 to 1500 for second phase and from 1 to 1000 for third phase
- **Gravity Control:**
  - Added screen shake on kill.
  - Changed stats for phase 1, 2 and 3
    - Time setup to 30.9 in all phases. Total time reduced from 99.9 to 92.7.
    - Score setup to 150000 for first phase, 200000 for second phase and 250000 for third phase.
    - Difficulty health was reduced from 1500 to 500 for first phase, from 1000 to 500 for second phase and from 500 to 250 for third phase.
- **Isopoda Guardian:**
  - When two isopoda bosses are present in the scenery, the total health is cut by 0.5 for the first difficulty the second isopoda appears, this health multiplier progressively increases to 1.0 in the maximum difficulty. This fixes the difficulty spike when two isopoda bosses appear for the first time. If there is one isopoda present, the hp per body tends to be higher than before, core tends to be lower.
  - Fixed player dying if he is at the bottom of the screen when the section changes to isopoda boss room at stage 2 section 6a or 6b.
  - Increased bullet isopoda base speed from 1.0 to 16.0 and the core bullet speed from 60 to 64
  - Changed stats for Interstellar Station Isopoda Guardian:

- Score setup to 2400000. 1200000 per isopoda if two are present. Half of this score is split between all the cores and the other half when all cores are destroyed.
  - Base health increased from 1000 to 3000 for bodies and reduced from 3000 to 2000 for cores. The health is distributed between all bodies and cores.
  - Difficulty health increased from 1000 to 1500 for bodies and reduced from 2000 to 1000 for cores. The health is distributed between all bodies and cores.
  - Base walk speed increased from 64 to 96.
- Changed stats for Alien Dimension Isopoda Guardian:
  - Base health increased from 3500 to 4500 for cores. The health is distributed between all cores
  - Difficulty health increased from 1000 to 2000 for cores. The health is distributed between all cores.
- **Nick v2:**
  - Fixed pacifist safe place behind Nick in the first phase. Now there is a huge hitbox behind Nick at the start of the sword animation.
  - Improved phase change animation.
  - Changed Stats for phase 1, 2 and 3:
    - Setup time to 30.9 for all phases. Total time lowered from 99.9 to 92.7
    - Setup score to 0 for all phases. The game doesn't encourage Nick to be killed.
    - Base health reduced from 1000 to 500 in the first phase, and increased from 1000 to 2000 for the second phase.
    - Difficulty health was reduced from 1500 to 1000 in the first phase, from 4000 to 3000 for the second phase and from 4000 to 1500 for third phase
- **Eye Guardian:**
  - Fixed eye guardian from ProtoCorgi Maker having 17000 hp instead of the normal value.
  - Only small eyes run when the first phase ends by timeout.
  - Small eyes generate a suicide bullet on death in higher difficulties
  - Changed stats of Frozen Planet Eye Guardian for phase 1 and phase 2:
    - Time to 49.9 in both phases. Total time reduced from 99.9 to 99.8.
    - Score from first phase to 4000000 and 2000000 for second phase. Half of the bonus score from the first phase is split between all the mini eyes and the other half when all mini eyes are defeated.
    - Base health from all eyes in the first phase from 2880 to 4000 and second phase from 6500 to 3000.
    - Difficulty health from all eyes in the first phase 9720 to 2000 and second phase doesn't have difficulty scaling, setup difficulty health to 1500. Overall second phase health + difficulty health was reduced from 6500 to 4500.

- Increased minimum small eyes from 4 to 6 and the maximum from 14 to 16
  - Increased the minimum small eyes rate of fire from 0.6 to 1.0 and the maximum from 1.2 to 1.3
  - Changed how the hp of the small eyes work. Now the less eyes spawned, the more hp they have.
- Changed stats of Alien Dimension Eye Guardian for phase 1, 2 and 3:
  - Setup time to 33.9, 36.9 and 30.9 for each phase, increasing the total time from 99.9 to 101.7.
  - Setup score to 3000000, 4000000, 5000000 for each phase
  - Base health from the second phase from 3000 to 2500.
  - Difficulty health from the third phase from 500 to 1000.
- **Nick v3:**
  - Reduced Nick v3 retaliate bullet cooldown from 0.15 to 0.13, this makes it easier to absorb the three spawned bullets in higher difficulties because the bullets are closer to each other.
  - Increased the size of the orbiting bullets, this makes them easier to absorb.
  - Changed Stats:
    - Setup time increased from 50.0 to 50.9
    - Setup score to 6000000
    - Base health from the parasite reduced from 5500 to 5000.
- **Diva:**
  - Added more explosions for phase change.
  - Changed stats for phase 1 and phase 2:
    - Time to 40.9 in both phases. Total time reduced from 99.9 to 81.8.
    - Score setup to 600000 in both phases.
    - Base health from first phase from 5000 to 3000 and second phase from 2500 to 3000
    - Difficulty health from first phase from 5000 to 1500 and second phase from 2500 to 1500
    - Reduced the difficulty cooldown of ameba bullet from 2.0 to 0.75.
    - Reduced the difficulty cooldown of diva eyes homing shoot from 0.25 to 0.125
- **Wall Commander:** Heads health has been increased a bit, because the player can change sides from the start of the game.
  - All heads can shot suicide bullets in higher difficulties. The less heads remaining, the more aggressive the pattern becomes.
  - Fixed Dragon head meat ball bullets moving faster than intended in lower difficulties. Bullet speed reduced to half. Half of the final speed value is based on difficulty.
  - Heads reset the player homing targeting on a shielded state.
  - Fixed bullet larva, bullet meatball don't breaking pacifist mode on death
  - Fixed bullet meatball collision enabled on death.



- Fixed mouth head laser looped sound bug when the head is killed at the same time the laser spawns.
- Screen shakes when a head has been killed.
- Fixed Bullet larva explosion crashing the game, this only happens if the brain head is left for the last one.
- Wall commander heads use the last head pattern in pacifist when all the heads are alive.
- Changed Stats:
  - Setup score to 12000000. This score is divided between all heads and the wall. So each head gives a maximum of 2000000 points and the wall 2000000 more after all heads are defeated. Resurrected heads don't award points if killed again.
  - Changed health for all heads with the exception of the Human one: reduced base health from 2000 to 1500 and difficulty health increased from 0 to 750
  - Reduced bullet larva hp from 1000 to 300
- **Fish Guardian:**
  - Fixed pacifist safe place behind the boss, now spawn shell cases that can damage the player.
  - Fixed egg bombs ignoring stop time.
  - Escape through a portal if it is shooting in a pattern, else he never enters again to the arena if timeout in the egg bomb pattern.
  - Changed stats for phase 1 and phase 2:
    - Setup time to 40.9 for all phases, reducing the total time from 99.9 to 81.8
    - Setup score to 1200000 for all phases
    - Base health from the first phase reduced from 8000 to 3000 and second phase reduced from 8000 to 2000.
    - Difficulty health from the first phase reduced from 4000 to 1500 and second phase reduced from 4000 to 1000.
    - Boss maximum difficulty movement speed on first phase lowered from 120 to 80 and on second phase increased from 120 to 160
    - Boss shoot rate minimum cooldown on first phase lowered from 1.25 to 0.75 and on second phase from 0.75 to 0.25. This value is controlled by the health left.
- **Nick v4:**
  - Changed stats:
    - Reduced time from 99.9 to 90.9
    - Setup score to 15000000
    - Increased bullet debris falling speed from 300.0 to 512.0 and difficulty speed scale from 0.2 to 5.0
- **Mastermind A:**
  - In all Mastermind A bullet patterns, the Head/bullet chance swapped in pacifist mode, this makes it easier to absorb bullets to reduce time.
  - Reduced animation time in all teleports and pattern selection.

- Increased the vulnerable down time after a pattern finish.
- Added warnings for all teleports.
- Added warnings in the mastermind choice balls intro animation.
- Added a close eye animation before teleporting out.
- Mastermind bullet patterns penalize users that don't shoot the choice balls and wait to auto pick the pattern. Patterns are 2x faster in autoselect and pacifist mode.
- In Pacifist mode the choice ball auto\_select cooldown is reduced to 2 seconds. As the player can't shoot, the balls are auto selected faster.
- Choice balls don't repeat the patterns until all are chosen in pacifist mode.
- Fixed a never ending sound loop if the boss is killed or run when choice balls are spawning.
- Mastermind moves in all patterns, the movement is enclosed inside the screen and auto adapts to aspect ratio changes. Movement speed is increased by difficulty.
  - Orbital heads pattern: Mastermind moves in a circular motion.
  - Rain heads pattern: Mastermind moves on top in a horizontal line.
  - Grid heads pattern: Mastermind moves in a rectangular motion around the borders of the screen.
  - Cross movement heads pattern: Mastermind moves in a vertical line on one of the sides of the screen.
- Changed stats:
  - Increased time from 128.0 to 128.9.
  - Setup score to 30000000
  - Base health reduced from 7500 to 7000.
  - Difficulty health reduced from 5000 to 3000
  - Cross movement heads pattern: Heads move shorter distances before changing sides and have more side changes. Implemented difficulty scaling for this pattern.
  - Rain heads pattern: Implemented difficulty scaling and increased the fall vector speed from 120 to 180.
  - Reduce the health required for choosing a pattern from 500 to 250.
- **Mastermind B:**
  - Added warnings before teleporting to the front side.

### Stage Changes:

- Added more hidden fruits to the game. Hyper Bark opened interesting changes in the secret chests placement.
- Reworked Stage 1: Section 2 and 4a. Stage 2: Section 2. With the weapons rebalanced, this section in lower difficulties doesn't offer any challenge, reworked the sections, so it's harder to kill the enemies before they attack the player.
- Changed power ups dropped at stage 1,2,3 and 4. Overall the Player has more powerful power ups available.

- Improved sections that had a long wait time without enemies between section changes. Affected sections: Stage 1 section 2 in the big laser animation. Stage 2 section 1 before section 2 change, section 2 before gravity control boss, section 3 after gravity control boss is defeated, section 6a and 6b before isopoda boss. Stage 3, section 5b at the start.
- Removed fruits at level 1, section 2 from the small fishes that can collide with the falling giant ship because users tried to collect them when they are inside the falling big ship, dying in the process.
- Added ice cannons to frozen planet 5a and 5b, because they were too easy in later difficulties after the player weapon changes.
- Fixed faster scrolling than intended at Stage 2 Section 6b when the camera moves downwards.
- Removed score from Stage 1 big fish before the secret section.
- Fixed long wait at ice door in Frozen Planet stage 4 when the key is not charged.
- Fixed non fading particles before isopoda boss in the blackhole
- Training stages show scores instead of going directly to the menu. This score can't be uploaded.
- Training stages don't track progress flags. We make an exception with the abilities unlocked in training mode, as it opens a more accessible way to get the abilities.
- Pacifist flag is off in training mode stages, unless if is forced activating pacifist mutator.
- Second tutorial requires 4 game overs to appear, this fixes the users skipping the tutorial because they think it is the same as the first one.
- Power Up bomb tutorial is shown in stage 1 section 3 only.
- Fixed galaxy casino 3 not skipping the background intro in training.
- Fixed a bug where interstellar station 1 3d door disappears section change.
- Checked and fixed all mutator permutations, tutorials don't lock the player.

### **Credits Changes:**

- Updated Credits.
- Fixed good credits shown when executing the ending from editor
- Fixed credits song not matching the animation

### **Optimizations:**

- Increased the curve step for all rails, this reduces the load section times a bit.
- Optimized stop time manager references, now uses a global attribute when possible. This reduces load section times.
- Optimized unbaked path curve generation algorithm, this reduces load section times.
- Interstellar station 1 removes the 3d backgrounds progressively.
- Stage 1 to Stage 2 section changes on campaign in white explosion to hide the loading time.

### **Localization:**

- Added new high\_name translations and fixed the consistency in latin spanish for the word "cargar" instead of "subir" in highscores context
- Fixed confusing spanish translations for desactivar/activar instead of desactivado/activado. Added all new options and credits required strings.
- Added power ups text and new buttons.
- Updated translations for the unlockable abilities controller configuration tooltips.
- Updated translations tooltip for the enable dynamic tutorial button to add the change side tutorial.
- Added all required translations for all the new menus.

### **General Fixes:**

- Game saves and upload the high score and fruit score from the best continue instead of the last one, pause menu show the current best continue score.
- Backend login event now returns the error code. Used by highscores to print the error.
- Fixed loading wait cache screen lock when start animation is not playing.
- Fixed Frozen effect particles at the alien dimension don't work with stop time. This was a general fix for an issue in the particle general script.
- Fixed black hole cut border.
- Added a safecheck for being alive at the change side. This can prevent a rare bug where the player changes side at the same time of dying.
- Fixed a bug that prevented dropped powerups to follow players when their speed was 0.0.
- Fixed a player homing missile crash.
- Bullet bark achievement requires the player to bark at least one time.
- Fixed some background explosions being too bright by default.
- Lowered default brightness value for background from 1.0 to 0.7 and snacks from 1.0 to 0.8.
- Changed onion, now is the fruit that gives less score. Dogs hate onions.
- Fixed godot autofocus skipping button selection using joystick in 1280x800 full screen with overscan.