

All changes implemented on the changelog are already in the game even if the full release has not been released unless the change is highlighted

https://gimkit.fandom.com/wiki/User_blog:ThatPandaGaming/Escape_the_School_Gimkit_by_PandaGaming



<https://gimkit.fandom.com/f/p/4400000000000143889>

Created on 5/11/2023 at around 8:30 AM

Version 1.0 Full Release on 6/14/2023

Version 1.1 Full Release on 6/18/2023

Change Log:

- Increased 250 Shield and 250 Health to 500 Shield and 500 Health
- Score implemented to determine the winner of the game. Knocking out robots increases score by 1. Getting knocked out decreases the score by 5.
- Added new ways of getting research
 - New Enharmonics kit in Mr. Miskimon's room for research
 - Review Papers in the Science Room
 - Knocking out Overgrown Sentry
 - Using Laptop in the History Room
 - Looking Through Books in the Library
 - Looking Through Telescope in AVID
 - Planting Gold Seed
 - Exchanging Food for Research at the end of the Kitchen (x2)
- Added new achievements
 - Cheating the System
 -  
 - T1-T9000?
 - Secrets of the Cafeteria
 - Russian Nesting Box?
 - DEDICATION!
- A way to get a super secret weapon can be unlocked which has something to do with the Latin room flag.
- Hallway Power Notifications now display to everyone.
- Achievements now show up on the top left instead of top right.
- Notifications are displayed to everyone for new areas being unlocked.
- Waypoints are now used to help you get to new places.
- Changed first slide of presentation at Mod 2 for easier solving.
- Finished decorating Latin, ESOL, and AVID with new props and features.
- Added teleporter at the end of the school kitchen to a new location.
- New sentry at the Science room.
- Getting questions wrong will make you lose cash.

- Enlarged end of game zones to prevent getting outside the school without winning.
- Speed upgrade increased from 1.75x to 2x.
- Took time to buy shards from 1 second to instant.
- Updated Game Info to match the new 1.1 release.
- Switched Fruit Kit to DMS Trivia Kit for the arcade machine in the Teachers' Lounge.
- Gold seed can now be planted in Mrs. Hoffman's Room.
- Separated robots in Mrs. Hoffmans's Room.
- To buy the Evil Eye, 30 research is now required instead of 20 research.
- Added Change Log Link to MakerSpace computer.

Version 1.2 Full Release on 7/6/2023

Change Log:

- Added Banners (box on the top right for information on the room) to Spanish, Latin, History, ELA, ESOL, Mr. DePrima's Mod
- Fixed bug where player cannot pass through ESOL room tables
- Changed font and rotation for the text "Hallway Power"
- Added Stage Level Completion to New Areas Unlocked notification
- Fixed bug where continuing to pick up the red flag in the Latin room causes multiple achievements to be given.
- Updated kit for Enharmonics adding more questions
- Added new achievement
 - Reading and Eating
- Added note for info on the Quantum Portal
- Changed "Your" to "You're" in "The Auditorium and Office can now be accessed. Your at the final stretch!"
- Fixed marble terrain in the printer room from floor to wall
- Put "this box seems sus..." to help players know that the box containing the purple keycard needs to be destroyed.
- Made important interactives larger in size to help players notice them.
- Gate consoles now have a smoother transition when activated.

Version 1.3 Full Release on 8/4/2023

Change Log:

- Added Game Walkthrough Link to Library Projector
- Added new achievements
 - Subscribe!
 - Squashed Squash!
 - Key-mouflage!
- Added overlays and banners for the School Office, Printer Room, and Kitchen
- Made it so the Laser Beam notification now applies to everyone instead of just the first player to find the laser.
- When turning power on, it now activates the zone responsible for giving laser beam notification.
- Added ! to "Secrets of the Cafeteria" to make it "Secrets of the Cafeteria!"

- Fixed bug where you can get multiple purple keycards from the safe when having multiple accounts open the questioner interface. Now, when the safe is unlocked, all other interfaces close. (Fixed once again since the old fix made it so that players cannot progress through stage 3. New fix has now been implemented)
- Added Middle Stairwell into the main hallway just above the cafeteria. Connects the hallway to the moderation classrooms to make an easier shortcut for players. Does require players to search for a key to unlock this stairwell.
- Overhauled area for the moderation classroom which now includes vegetations and other secrets!
- Added right side parking lot for more ambience of being isolated.
- The gate console to pass a stage now takes 3 seconds to unlock instead of 1 second to reflect realism.
- Thickened walls of the main hallway.
- Replaced asphalt road with exposed boardwalk in the moderation classroom area.
- Changed Mod 3 Link on presentation to be more important.
- Added notification sent to every player when the middle stairwell door is unlocked.
- Added piece of paper at the printer room with a bit of lore.
- Changed name of top sentry in the Gymnasium to athletic sentry apart from sporty sentry to make it so there are not two sporty sentries.
- Made it so that the gold seed will need to be watered before it grows and the player receives research.
- The respawn scope for both the zapper and P.M.L. item spawners are now on player instead of global.
- P.M.L. notification now is only shown to the triggering player and not everyone.
- All 3 healing locations are now applied to everyone instead of just the first triggering player.
- You can no longer fire any weapons while in the area that controls the hallway power.

Version 1.4 Full Release on 8/31/2023

Change Log:

- The finishing time now shows when the game has ended.
- The new weapon note for the secret weapon now shows up on the top right as an info notification instead of top left as a success notification.
- Terrain is now on different layers of the map. This makes it so that terrain does not connect anymore because they are on the same layer.
- Fixed misplaced terrain at the door near the Gold Gate Access shown when opened.
- Fixed a bug which caused the top left sentry (using a zapper) in the Office to drop a key when it should actually be the sentry behind that drops the key.
- Changed the terrain below the laser beam projectors to be spaceship interior to match the same style as the terrain which controls the hallway power.
- Laser beam projectors are now more centered on the terrain. They have also been changed so that they face the laser beam.
- Moved barriers next to Mr. DePrima's mod is closer to the metallic terrain.
- Added props to represent each one of the tables in Mr. DePrima's mod.

- The Auditorium now has benches!
- Moved device that displays the changelog to the table in the MakerSpace so players can collect the zapper easier.
- Replaced the computer that gives an achievement in the library to one that faces a different direction to make sure the two computers in the library look different.
- Changed the spacesuit cabinet in Mr. Wood's mod to now hold a spacesuit instead of a pitchfork.
- Added new achievement
 - Memories...
- Achievements are now separated between Achievements, Secret Achievements, and Super Secret Achievements which are all said in the notification title.
- Changed the device that gives the green keycard in the library to be a vending machine instead of a button to let players know that a key is needed to unlock the briefcase.
- The notification that you have gotten research now shows up when you water the gold seed and not when you plant it.
- Notifications for different rooms in stage 1 now appear after knocking out the first sentry in the MakerSpace.

Version 1.5 Full Release on 10/5/2023 (This will be the last update coming to Escape The School because the map is at 99% memory)

Change Log:

- Increased the amount of item slots from 3 to 5.
- A vault has been added in case a keycard or any item important needed to progress the game is lost due to a disconnecting player or other scenario. This vault has a password that only the map creator knows and can be unlocked to grab an extra item to continue the game.
- Lowered the aim accuracy and fire rate of the first sentry in the MakerSpace.
- A waypoint has been added for the Kitchen.
- All waypoints now activate for all players and can be deactivated individually after the relay device has now been added.
- Added waypoints for all the moderation classrooms that activate when going to the moderation classroom area.
- Added a popup in Mod 1 supporting Math Thrive Tutoring, a math tutor, who has showcased this map several times on his YouTube channel.
- The first and third healing are now happens when stage 2 and 4 are unlocked instead of using the zone.
- And my last update ever to Escape The School, is a new achievement called Basketball Pro which can be unlocked by going to the gym and shooting a basket. The name of the achievement is a reference to [Team Create HQ](#), a map that me and many others on the Gimkit Wiki have been working on. I must thank the Gimkit Wiki for helping me so much throughout the past months. I couldn't be prouder of my decision to join. As one map closes, another opens. Escape The School will still always be here, but just going to be unchanged. Thank you everyone for playing, sharing, and enjoying this map. It has been a pleasure working with Gimkit Creative. See you in the next map.

Small Updates

- Waypoints for moderation classrooms and offices are now deactivated properly.
- Shooting a basket now gives you research.
- Watch Math Channel is now replaced with Watch Math Thrive Tutoring.
- Added new secret achievement: Peek-A-Boo!
- Reduced amount of hotbar slots to 4 instead of 5 to prevent Gimkit Creative bug where the 5th item from the previous game would carry over to the next.
- Replaced "Need to Escape!" with "Escape The School!" in Game Info.
- Changed the laser beam to have a standard look instead of having space containers as the ends.
- Increased amount of hotbar slots from 4 to 5 after the Gimkit Creative bug was fixed.
- Sprinkled in some of the new props from Don't Look Down to several areas.
- Added a codex to the History classroom which references the Gim-Jam.
- Fixed a bug where Looking Through Books gave you 20 research instead of 10.
- Deleted a sentry wielding a quantum portal in the Gymnasium due to excessive memory use.
- Replaced the use of vending machines of planting the gold seed to Crafting Tables instead.
- Fixed a bug where the presentation in Mod 1 would direct to the presentation in Mod 2.
- Added an Item Image of a Purple Keycard in the shelves of the cafeteria. This keycard is needed to progress to the next stage.
- Swapped music from Boss Battle theme to Spy theme.
- Replaced text key of Green Key to item image of Green Key.
- Fixed a bug in which infinite Purple Keycards could be gathered at the bottom of the cafeteria.