

Version 0.1.0 (August 31st, 2021)
Initial testing release.

Version 0.2.0 (September 08th, 2021)

- Objects can now be picked up by pressing 'e' and dropped by pressing 'q'.
- Head bobbing has been removed due to bugs.
- Flashlight effect has been added.
- Fixed a bug with sprinting and jumping at the same time.

Version 0.3.0 (September 16th, 2021)

- Patched some glitches.
- Fixed environmental bugs.
- Made it so that you can no longer grab items from anywhere.
- Fixed an issue where the flashlight would sometimes shift outside the boundaries of the map when the player was facing a certain way.

Version 0.4.0 (September 23rd, 2021)

- Slightly adjusted player speed.
- Several bugs have been squashed.

Version 0.5.0 (September 28th, 2021)

- The official environment is now in-development.
- Darwin moves a little bit faster.
- Bug fixes.

Version 0.6.0 (September 29th, 2021)

- You can now successfully escape Darwin's house.
- Updated Darwin's AI a bit.
- Fixed a few bugs with holding items.
- Fixed a crash bug that could rarely occur when the player dropped the brick and it hit the window.

Version 0.7.0 (October 8th, 2021)

Initial demo release.

- New areas to explore.
- Added new items.
- Darwin's speed has been returned to how it was before.

Version 0.8.0 (November 12th, 2021)

- Added a new item.
- Added a safe.
- New item locations.
- Added textures and fixed lighting issues.

- Bug fixes.

Version 1.0.0 (December 10th, 2021)

Initial full-game release.

- New items to find.
- A second way to escape.
- Darwin moves a bit slower to ensure fairness with the updated locations of certain items.
- Field of view has been adjusted.
- Audio effects have been added.
- Fixed a few bugs that caused Darwin to stick to certain walls when turning a corner.
- Fixed a game-crashing bug that occurred when the dart touched Darwin.

Version 1.0.1 (TBD)

Final in-game adjustments update.

- Fixed several bugs that caused gameplay to not go as planned.

Thanks to everyone who has enjoyed this game!