

PATCH 26

<http://www.indiedb.com/games/cash-out/downloads/cash-out-alpha-26>

ADDITIONS

- added a new skill for each class
 - stealth -> voodoo (place a voodoo doll, when damages the damage is also inflicted on nearby enemies)
 - balance -> stance of rock (spawn rocks that float around you, offensive rocks damage enemies, defensive rocks block attacks)
 - mechanics -> railgun turret (spawn a railgun that fires piercing bolts at the enemy)
 - health -> outbreak (spawn a virus, when it is near enemies, it grows in strength, and duplicates while damaging them and healing you)
 - strength -> condensed rage (fire a fireball, the longer you charge the throw, the more it does)
 - aim -> frozen shot (fire a shot that freezes enemies on hit)
- added a "skip" button to the store that allows you to skip a level in career mode
 - very expensive
 - cannot be used in ng+ or ng++ or for heist and grand heist
 - designed for people who want to play on higher levels without needing to beat the easier difficulties
- new clothing set -> smugglers
 - top -> increases firing speed
 - bottom -> part of the damage dealt is dealt to nearby enemies too
- new clothing set -> electrician's (12th set!)
- top -> increases the damage that shock does
- bottom -> shocking now also stuns nearby enemies
- options menu added
 - keybinds fixed, and they now show up properly for anything that shows them (also fixed space not showing up)
 - visual tab for anything visual (I know I've previously said FPS isn't purely visual but hey) there are 3 features not finished, I'd like to allow loading in language packs eventually and I know how I can, it'll just take a long time to do.
 - audio take lets you control volume, music doesn't exist yet but its there
- completing a raid in quickplay now adds 15% of the cash to the career bank

BUG FIXES

- clamped firing speed for weapons to prevent weapons locking

- fixed selling the second slot weapon giving you uneven money and giving more than its worth
- enemies that get stuck outside of the boundaries (this has happened a single time to me and it appears to be VERY rare) will now die instantly
- using rage charge into a staircase now stops it (was resulting in charging out of the level)
- if no career characters are created, the “new character” button is auto selected (was allowing you to play a blank character)
- dying while overheated (turrets) no longer crashes the game
- fixed the bonus “alturistic” not adding 50% of your money into the bank when you died
- “bloodthirst” now heals the proper amount (was healing before damage modifiers were set it)
- equipping an item (to throw) now forces the melee HUD (so you can see throw %)
- fixed damage popup for lab pants showing up when not wearing them

OTHER CHANGES

- changed how the riot cop special enemy works (again)
 - now boosts defense of nearby enemies by 80%
 - any damage that enemies take is transferred to the riot cop
- changed the way that the “ESCAPE” sequence works
 - much better balanced, the difficulty doesn’t matter as much anymore
 - when out of time, you lose money similarly to Cash Attack (but at a much smaller scale)
 - you get slightly more money based on difficulty now
 - the amount of money you get is no longer based on the countdown time
 - time was SUPPOSED to favour slower characters, giving them more time, but was not (was doing the opposite)
 - timer speedup from enemies noticing you dramatically increased
- thrown icicles now freeze

BALANCE

- reduced firing speed bonus from the chief enemy, and now they only boost squad members
- “well made” loot now increases value by 50%, and “perfect” loot now increases the value by 100%
- increased the value of unique weapons
- “dartgun” no longer knocks out alerted enemies

- skill balance
 - iron skin -> increased time from 2 seconds to 4 seconds
 - eagle eye -> cooldown reduced from 6 seconds to 4 seconds
 - featherstep -> cooldown reduced from 8 seconds to 5 seconds
 - berserk -> now increases firing speed by 30%
 - bloodthirst -> reduced amount of healing
 - medic skills
 - placebo -> time reduced from 2 seconds to 1.5 seconds
 - strength skills
 - juggernaut -> no longer charges forever, speed now has a falloff
 - aim skills
 - critical shot -> now crits instead of minicrits
 - stealth skills
 - booby trap -> damage increased

PATCH 25

<http://www.indiedb.com/games/cash-out/downloads/cash-out-alpha-25>

ADDITIONS

- New career mode!
 - now given 7 stages to beat in a row
 - when beating all those, you unlock ng+, beat the levels again, but the difficulty is increased by 3 for each level
 - bank allows you to store items to use in other careers
 - buy clothing, items and weapons in the store
- Added a new AI check, if enemies are stuck in an area too long, they'll try to get out of the area
- new unique knife, icicle
 - freezes enemies on hit
 - very slow
- new unique gun, dartgun
 - poisons enemies
 - stealth hits knock them out for a short period of time
- two new items
 - bandage -> common, but heals 5 damage instead of 20

- dry ice bomb -> freezes nearby enemies for a short period of time
- new status -> frozen
 - frozen enemies cannot move or aim, but can still fire
 - damage reduces the freeze
 - when breaking free of freeze, they take some damage based on how long they've been frozen

BALANCE

- "legendary" weapon boost reduced to 25%
- increased the time it takes before enemies can break out of hostage, and before they wake up
- poison now reduces movement and aimspeed speed of enemies more,
- increased time enemies are on fire from incendiary ammo 2x
- CLOTHING BALANCE (ppl = percent per level)
 - fire suit -> ppl increased from 5% to 7%
 - fire pants -> ppl increased from 3.1% to 4% (but nerfed with the fire change)
 - overalls -> ppl increased from 2.3% to 2.5%
 - leather chaps -> ppl increased from 2.5% to 5%
 - lab coat -> ppl increased from 3.1% to 8%
 - plaid shirt -> ppl increased from 2.3% to 3% (also it was only functioning at 1.3%)
 - tracksuit -> ppl increased from 3.3% to 4.2%
- fire damage changed
 - no longer passive, but attacks whenever the hitsplat pops up
 - now does more damage
- legendary weapons are now rarer (I think?)
- unique enemies
 - riot cop -> removed aim speed reduction, when holding enemy hostage your move speed is decreased
 - splinter cell -> no longer invisible, but can see through walls when it is alert, lower health

BUG FIXES

- bonus that was forcing guns to be green and above was forcing guns to be green and below
- fixed error with weapon saving
- fixed glitch with the ninja rope
- fixed crash caused by enemies trying to attack with melee weapons before they can

- with the latest random weapon changes, weapons weren't saving properly, resulting in broken stats
- enemies can no longer reset their status when following footprints, they also follow footprints quicker now
- fixed issue with career mode overwriting old characters
- enemies that have been damaged then knocked out are no longer busted

OTHER CHANGES

- swing and melee weapons no longer say "Ammo 0/0" if they are unique
- swing and melee weapons now show charge on the UI where the ammo count would be
- changed statistics for grand heist and heists to fit with the new career mode
- you can no longer melee attack through walls and blocks
- screenshake changed
 - now restores much quicker
 - now is based on your angle
- changed enemy knockout mechanics
 - damaging enemies to 40% hp will wake them up, and heal them to 40%
 - you can now take an enemy hostage with any weapon
 - enemies can only wake up if they're onscreen now
- changed functionality of the ninja chain -> now grabs enemies and pulls them to you, making you grab them and hold them hostage
- if enemies change weapons when alive, they now drop both weapons
- enemies only notice blood footprints that are in the room you're in now
- toned down the blood when hitting an enemy or getting hit (I mean, a bullet shouldn't REALLY make an enemy lose 80% of their blood in a second)
- weapon generation
 - changed naming conventions the "craft" and "build" parts are no longer part of the name directly, but a mixture of the both, also the tech is now part of the name
 - changed the way weapons are generated
 - build now determines if stats are positive or negative, while craft now determines the bonus you get from random stats, low level weapons are going to have more negative values
 - if two stats have the highest value, it picks one of them at random now
- build and craft calculation is now parabolic, making 3 much more common, where 5 and 1 are less common

PATCH 24

<http://www.indiedb.com/games/cash-out/downloads/cash-out-alpha-024>

ADDITIONS

- You can now hold AI hostage!
 - right click to grab an enemy
 - right clicking again lets them go, left clicking does a non-lethal takedown
 - after some time, they will escape from your grasp
 - non-lethal takedowns knock out the enemy for a small time, allowing you to go after other enemies
 - enemies will not fire at your front if you are holding an enemy hostage
- Online play has been added!!

<https://docs.google.com/document/d/1XroR99Hhy2oLcuseGb6alnqrXhLxXXQRgZR9QBpU9B8>

 - connect through servers in the “cash attack” gamemode
 - race eachother and get the most money
 - when you beat the round, you’ll be “ghosted”
 - cant take damage, or really spawn enemies
 - cant attack
 - cant pick up anything
 - you dont show up for other players
 - gives you high speed and the ability to spawn messages for other players for free
 - some online only items have been added! (will be adding more later)
 - network message -> lets you type a message that shows up on the ground for everyone
 - network medkit -> places a fake medkit on the ground, anyone who picks it up will be dealt 10 damage
 - network hologram -> places a hologram enemy spawner, spawning a hologram enemy in that room
 - fake cash bag -> picking up the medkit results in the giving 15% of your money to the player who placed it
- New gamemode! Cash Attack
 - try to get the highest amount of money stolen!
 - money pickup values increased 4x
 - picking up loot automatically gives you the money
 - dying places you at a checkpoint and you lose 50% of your money (40% is dropped on the ground)
 - bonus money based on how long you take!

- new base knife type -> paring knife
 - faster, but weaker
 - very quick charge speed
- new unique knife -> hook
 - increases damage based on how much health you are missing
- new unique knife -> stake
 - cannot crit, but is very strong
- new difficulty -> legendary
 - level "10" as it would be in arcade
 - 5 enemies can spawn
 - effectively impossible, but if you want to try, go ahead
- added hitsplats for money

BUG FIXES

- The enemy movement system has been optimized!
 - slowdown should be much less common
 - enemies stuck in blocks should no longer crash the game
 - if enemies get stuck behind something they shouldn't spin around in circles anymore
- AI FIXES!
 - AI should now look at you when finishing their path so they dont get lost
 - slowed down melee enemies should no longer freeze in place
 - AI will no longer idly move into another room
 - when hearing a noise that isn't blocked by anything, enemies will no longer move to that point
 - enemy spread is now lower based on the distance to the player
 - fixed melee enemies
- fixed the "time spent raiding" timer if the time went above 2 hours
- fixed the boomerang trail
- fixed another crash caused by enemies trying to pick up weapons and dying
- fixed "guards killed" rate going up much quicker than intended and only going up if you died or finished the raid
- fixed bug caused by not having any mods loaded
- fixed name not showing up properly when dieing in quickplay
- fixed surgeon's pants
- fixed seeds not working

BALANCE

- reduced reduction in movement speed to enemies when using bullet time and poison (was making enemies go so slow theyd get stuck)
- increased enemy melee movement speed
- increased AI sight range
- changed scale for enemy listening -> they should now hear things less, but the scale for listening has increased
- “fancy suit” bonus increased, now shows hitsplats
- base strength of revolvers increased
- skill changes
 - increased effectiveness and range of the boost turret
 - shield turret no longer passively adds overheal, but taking damage while using the shield adds overheal, also now blocks all damage
 - new medic skill to replace jaws of life -> deals 8 damage, but heals 5 damage for every enemy killed in 3 seconds
 - “life insurance” shield increased to 25%
 - stance of thunder damage increased
- stunned medics can no longer heal enemies, and only heal squadmates
- “gunscore” mechanics changed
 - unique weapons now have a static score
 - fixed legendary weapons
 - now based solely on stats
- changes to how you get money for statistics
 - dying -> you get 50% of your stolen money
 - exiting the game -> you get 25% of your stolen money
- random gun generation changes:
 - previously, random weapons had starting stats (for example, shotgun accuracy was -425% to make large bullet spread), this made stats useless, 50% more accuracy on a shotgun still meant it was at -375%, damage, kickback and speed doesnt have this, now, all stats don’t
 - kickback now increases kickback speed recovery
 - spread changed to be more accurate

OTHER CHANGES

- the background is now lit properly
- added new “tips” to the tips page, and fixed the amount of time it takes to switch
- the game should now run much better
- the career mode menu now looks different
 - scroll bar added
 - much more efficient

- no sorting yet, working on that
- changed difficulty names
 - grand heist - hardcore
 - grander heist - elite

PATCH 23

<http://www.indiedb.com/games/cash-out/downloads/cash-out-alpha-023>

ADDITIONS

- Added "Random" to quickplay stages
- "grenade launcher" weapon added
- new puzzlebox puzzle added
- The statistics page has been added!
 - check various stats about gameplay with this
 - will be used for achievements later
- Arcade mode has been added!
 - Levels only go up, you can not return to previous stages, you go until you die
 - two modes -> complex and quick
 - complex -> items and skills
 - quick -> no skills, items are automatically picked up (designed around controllers), not in yet
 - Levels are smaller
 - Every 3 levels, the difficulty increases by 1
 - maximum difficulty is level 10
 - every 3 levels you get a prize box
 - enemy spawn is based on difficulty
 - 1 - 5 -> 3 enemies
 - 6 - 9 -> 4 enemies
 - 10 -> 5 enemies

BALANCE

- New medic skills
 - Antidote -> is now placebo -> prevents all damage for 2second, if you are hit during this period, the timer resets
 - Life Support -> heal 50% of your health instantly, but over the next couple of seconds you'll lose 5% health per second, if you stack this, you will lose health faster
- Aim skills
 - For offensive skills, you now get more shots based on the amount of

damage your weapon does

- Shadow Shot -> Now applies deaf and blind to the enemy
- “prison pants” now heal a minimum of 1% health
- changed the scale for enemy health -> more health at higher levels, less at lower levels
- changed enemy health restoration
- enemy AI difficulty changed
 - level 1 -> no leaders are spawned, enemies don’t switch guns
 - level 2 -> leaders are spawned, leaders cannot call enemies
 - level 3 -> leaders can call enemies, but cannot rally
 - level 4 and 5 -> leaders can rally enemies
- puzzle boxes now have a 100% to give a piece of clothing
- unique enemy health globally lowered (since only leaders can be unique enemies, and leaders have 25% more health, this was giving more health to unique enemies than i wanted)
- new prison shirt mechanic -> opening a cash box has a chance of giving two items
- changed the scale for clothing levels
- unique weapons
 - scout rifle -> damage reduced
 - chainsaw -> damage reduced
 - six shooter -> damage increased
- PUZZLEBOX CHANGES
 - changed the function of the rotating lock puzzlebox
 - added a new “mastermind” puzzle
 - increased the time less on the “higher or lower” puzzle
 - reduced given time on the slide puzzle
 - you can no longer fire your weapon when a puzzlebox is open

OTHER CHANGES

- character names can now be longer than 12 characters
- when enemies are poisoned, they can no longer be healed
- updated explosion visuals, also they now work with the FPS change
- added a “border” around the game to differentiate between the HUD and the game easier

BUG FIXES

- Changes to the movement hitbox, should get stuck in walls less often
- fixed stealth damage boost for thrown items
- fixed cash boxes requiring MORE than the price to open instead of the exact amount

- quickplay is now “game modes”
- fixed time at the end of the game being wrong
- fixed explosion damage (could do negative damage)
- Fixed the following crashes (hopefully)
 - enemies trying to pick up a gun on the frame they are killed
 - leaders trying to rally squadmates on the frame they are killed
 - both these were caused by the enemy entity being removed, but the mechanics still calling for the position, resulting in a crash

PATCH 22

<https://docs.google.com/uc?authuser=0&id=0B2mN1oWwaRn7aIZuLWtVTmx2N28&export=download>

ADDITIONS

- new grenade physics and explosion rampup
- you can now carry two weapons!
- added a “seed” option to quickplay
- new clothing set -> procurer’s
- NEW CLOTHING CHANGES
 - prison pants -> restore health when picking up a loot item
 - army shirt -> effects of having the cursor nearby when aiming increased
 - dress pants -> faster movespeed when crouching
 - increased bonus on the firesuit
- clothing can now be picked up and worn in quickplay! (the way clothing works means you cannot do this in career mode, sorry)
- new special weapon -> scout rifle (base weapon rifle)
 - 25% more stealth damage
 - 30% extra damage to leaders
 - 40% less damage to normal enemies
 - 20% louder
 - 30% more kickback
- squad mechanics added
 - one enemy per group is marked as the leader
 - if a leader sees you, all members of the group are notified
 - leaders can force enemies to switch weapons and ambush the player, or act defensively
 - only leaders can be “special” units, and have more health

BALANCE

- Base player and enemy speed increased
- weapon damage increased 25% globally
- flare gun burst damage increased
- reduced enemy aim speed
- enemies now have to turn to melee you, and will not lock onto you
- AP bullets no longer reduce firing speed
- enemies now drop clothing more commonly, but is also based on security level
- reduced crouching move speed
- reduced scaling on dexterity for thrown weapons

BUG FIXES

- the health job that increased damage relative to how much health is missing now takes into account your health if you are wearing a surgical shirt (was decreasing damage)
- fixed some concrete issues
- you can now only drop/switch a weapon if you CAN fire it (even if ammo is 0), this was causing many problems, dropping a shotgun on the same frame you fired was causing the shotgun to do fist damage
- fixed army pants taking into account FPS twice
- fixed poison tech not applying poison

OTHER CHANGES

- made the minimap more visible on darker backgrounds (its more visible altogether now, you can still press m to hide it)
- pressing m no longer restores your ammo (was used for testing purposes)
- thrown C4 no longer rotates when thrown, also is thrown much less

MODDING <https://docs.google.com/document/d/1Je0AWtIGNycA9m7drN6NR29yLZvUfk-zdmVEfYWzn5o>

- changed the way mods are loaded
- changed the way actions work
- subcommands work properly now!
- added “variable” checks
- added “junk” objects
- added var[] subcommand
- you can now target entities with command_target[]

PATCH 21

<https://docs.google.com/uc?authuser=0&id=0B2mN1oWwaRn7NTZtNVRTRHRCeUE>

ADDITIONS

- new gun tech: armour piercing bullets, pierces enemies like a railgun, speed slightly reduced
- damage hitsplats added!
- “aim” class “scout” job now increases damage by depending on how far you are from the enemy if you are using a ranged weapon
- a NEW NEW crosshair has been added!
- a new skill for each class has been added!

OTHER CHANGES

- fixed enemy bullets
- new silencer mechanic -> lower sound made, but only makes “quiet” sound (doesn’t alert guards to your position)
- new “serration” mechanic -> enemies now also take increased damage based on how much health they are missing
- new “grip” mechanic -> enemies hit by thrown knives are stunned for a second
- visuals effects now run at proper speed when playing above 30 FPS
- interactable boxes are now highlighted when inspecting

BALANCE

- reduced healing given by “braced”
- cluster grenade damage greatly increased
- stungun no longer does more damage if it hits a wall
- damage done when using fire burst while an enemy is on fire increased, now heals a small amount
- “blinding flash” stun time increased
- “explosive shot” explosive damage reduced, explosion radius greatly increased
- laser turret damage reduced
- healing from “antidote” increased, but is reduced for every effect, cooldown also increased
- damage scaling for swing items fixed, can no longer go to 0
- changed mechanics of “shock”, now increases damage for every nearby enemy instead of just increasing if there is one
- booby trap damage increased
- increased assault rifle damage
- reduced minigun spread
- changed peppergun mechanics -> very low spread, higher damage, bullets fire from a fixed position
- increased stealth damage boost from the six shooter and reduced spread, lowered speed

- reduced the toxic breath skill's time by 4x and reduced cooldown time by 4x
- increased the amount of time you get when escaping
- fire damage is no longer random
- increased global speed of swing weapons
- four “defensive” skills have changed
 - stance of fire -> defensive now causes explosions near the player
 - stance of shadow -> now stance of toxins -> poisons and heals the player by creating boils that explode
 - stance of wind -> defensive now increases movement speed per nearby enemy, has passive movement speed (
 - stance of time -> defensive now increases cooldown rate by 2x

BUG FIXES

- stance of decay no longer prevents healing when the enemy is stunned
- stances now change with FPS
- shock turret now locates the CLOSEST enemy, and damage now properly ramps up for every chain
- fixed two instances where you could make textboxes pop up
- fixed stance draining
- readded “shocking” to the clothing particle list
- swing weapons and “stunning shot” now stun AFTER damage is calculated, no longer 100% minicrits
- fixed crash caused by the fire suit activating at all times (i think this was happening before the patch?)
- picking up a weapon now cancels throwing (allowed throwing boxing gloves and using the item charge bar to build up faster charge)
- the charge speed bonus for dexterity and weapons was actually increasing item charge speed (also fixed it)

! PATCH 20 !

<https://docs.google.com/uc?authuser=0&id=0B2mN1oWwaRn7bW52QWUxakZsYUk&export=download>

ADDITIONS

- More roomtypes added to the mansion level
- New swing weapon (goes with above): pool cue -> fast, weak, low stun
- New special knife
 - boxing gloves -> cannot crit, much stronger, cannot throw, always minicrits

- Added a new level generation system!
 - instead of generating based on the “theme”, rooms are generated based on the orientation
 - levels should now be much more varied, since the levels aren’t generated based on a smaller criteria
- Added some more loot items
- New item added -> Keycard, allows you to open a single lockbox without meeting the requirement (includes puzzleboxes and key lockboxes)
- the dexterity bonus now increases thrown charge speed and thrown speed
- Added a way to switch between frame rates! This is very early, many things may be broken. (You can go up to 120 FPS, you’ll need a good computer to run this though!)
- Added “grander heist” to the difficulty selection and “quick run” to the challenges

BUG FIXES

- Picking up mini healthkits no longer crashes the game
- fixed shadow issues
- Removed the “jiggle” when moving your cursor, was resulting in unintended side effects (kickback was much less effective)
- if enemies were slow enough, they would freeze when moving on paths, this has been fixed (I don’t think this ever actually happens, I put a safelock in, but in high FPS it was happening)

BALANCE

- Changed the stat range for randomly generated items, this should result in more varied weapon drops
 - Noise -> Greatly increased
 - Damage -> Increased
 - Speed -> Reduced
 - Spread and Kickback -> Greatly Increased
 - All throwing related stats -> Greatly Increased
- Changed the craft and build generation technique for generating items.

OTHER CHANGES

- Shot of Time now slows down enemy sounds
- bullets are now animated
- level generation is faster now (it was bound to room speed previously, now room speed is MUCH quicker when generating maps)

PATCH 19

<https://docs.google.com/uc?authuser=0&id=0B2mN1oWwaRn7TV9ZeFR1RDBoelk>

ADDITIONS

- new special knives
 - boomerang: high throw damage, very low normal damage, returns to player on hit
 - needle: low damage, low speed, low critical damage, crits apply virus
- if you've beaten a grand heist, the grand heist becomes GRANDEST heist!
 - maximum amount of spawned guards increased to 4
 - enemy difficulty increased one
- If you've beaten a grand heist, the difficulty pool now includes the grand heist when selecting a map
- Sightlines revamped!
 - Instead of collision checking solely from the middle of the enemy to the player, checks from the sides of the enemy too
 - Checking if the enemy can see the player is much more efficient, and shouldn't give errors if the enemy is looking at zero degrees
- added challenges to the quickplay screen!
 - European Extreme: Stealth kills heal you, when enemies are alerted, you slowly take damage
 - Heist: Instead of 3 floors, 5 size, the level has 5 floors, 6 size.
 - Double Damage: enemy health is halved, damage dealt to you is doubled
- new clothing set -> Doctor's Gown
- the treasure chest no longer locates the lockbox!
 - instead, a new type of chest has been added
 - works similarly to the lockbox, but instead spawns when the treasure map is used
 - old lockboxes and treasure chests now have popups
- when you pick up a key, use a treasure map, or use a blueprint, it is now indicated on the hud
- added more roomtypes to the industry level

OTHER CHANGES

- the way levels are generated has changed, you no longer start a floor at the top

right corner

- you can no longer resize your screen

BALANCE

- increased enemy “safezone” for firing at players (they’ll now fire more at you)
- reduced enemy spread

BUG FIXES

- fixed enemy firing speed
- trying to pick up an item with a full inventory no longer breaks the item popup
- fixed the prison pants not drawing right
- fixed crash caused by killing an enemy on the frame they run out of ammo

PATCH 18

<https://docs.google.com/uc?authuser=0&id=0B2mN1oWwaRn7eVROcDNTT0FUUEU>

ADDITIONS

- Legendary weapons added!
 - very rare
 - Work the same as cyan weapons
 - have a default 30% increase of all stats
- The defensive class is back!
 - now named “balance”
 - When hit, you get blue points, when you deal damage you get red points
 - attacks are now all aura based, and are offensive and defensive based on your points
- delete button added to the character creation page, if you delete a character, it isn’t deleted right away. playing as the character “restores” it. this isn’t really even intentional, this is how it’s loaded in, “deleting” an already deleted character also restores it
- new clothing set added -> prison uniform
- Only one popup is shown at once now! Use the mouse scroll button to select the item.

BUG FIXES

- Chainsaws now properly drop
- Fixed the back button on the menu not working for quickplay
 - chainsaws now count as melee weapons for the leather shirt bonus

- money is now drawn correctly (doesn't draw the same colour regardless of how much it is worth)

BALANCE

- Healing from the trait that healed 10% health on stealth kill lowered to 4%
- Virus healing reduced from 8% to 4%
- Dual pistol damage reduced
- Chainsaw damage increased (thought irrelevant because you couldn't get it last patch)
- dexterity no longer reduces movement sounds
- tweaked the spread and kickback scale for dexterity, making it sharper, dexterity as a stat is much more important now (it was by far the least important stat pre-patch, you could go without it really)

OTHER CHANGES

- items now have different colours based on rarity!
 - items found in the silver box are white
 - items found in the gold box and on tables are yellow
 - items found ONLY in the gold box and lockbox are green
- the outline for inspect mode is now based on the colour of the object
- the "claymore" item is now a broom (didn't think swords really would be found laying around randomly)
- item pickup is no longer bound to E regardless of the use keybind

PATCH 17

<https://docs.google.com/uc?authuser=0&id=0B2mN1oWwaRn7STRoaTBMRVZIQUU>

ADDITIONS

- The quickplay tab has been improved! (The "blank" tilesets will eventually be replaced with full ones, they aren't in the game yet)
 - The "challenge" part currently does not do anything and cannot be changed. This is a placeholder.
 - The heist difficulty will not be selectable right away on full release. You will need to unlock it by completing a heist on the career mode.
 - The Mansion tileset will not be selectable right away on full release. You will need to unlock it by getting 50k (or around that) globally across all heists.
- The career mode tab has been improved!
 - Multiple characters can be loaded now.

- Characters should no longer become immortal (when they die, the character is always wiped now)
- New enemy type: Close Combat. Melee only, fast but low health. Heals on hit.
- clothing system changes
 - new particle type -> shocking
 - “colourful” is now “peaceful”, added more particle effects to it
 - added more particle effects to “smoking”
 - changed the way that particles are generated, if you are wearing an item, you are more likely to get that particle
 - items with a particle now sparkle like loot items
- Enemies no longer automatically look when hearing a sound, they now turn to the location
- new unique gun -> dual pistols.
- new unique “gun” -> chainsaw
- two new items
 - painkillers -> decreases damage taken by 30% for 15 seconds
 - steroids -> increases damage dealt by 30% for 15 seconds

BUG FIXES

- fixed enemy aim positioning
- fixed melee enemy “alert”
- fixed skill selection on the character selection screen

MODDING

- Mods are now loaded automatically with the quickplay tab, you’ll still need to choose what mods are loaded though.
- Sprites are now stored in the “images” folder for organization, when sounds are supported they will go in another folder
- “errors” now always prevent objects from being created and added more error checks
- Added the following commands
 - set_lighting
 - change_sprite

BALANCE

- tweaked AI sound and hearing, enemies should now be smarter and object density should now be much more important
- bolt action rifle balance -> decreased kickback and spread, decreased speed, increased damage
- the assault rifle now gives enemies kickback, lowered damage

OTHER

- Updated the alpha number to the correct number

- More “corpses” have been added
- melee can now damage breakable blocks

PATCH 16a

<https://docs.google.com/file/d/0B2mN1oWwaRn7OGRMRTBENlItcWs>

MODDING

- Object behaviors have been added!
- Changed the way that roomtypes are loaded in
 - Instead of loading in levels based on folders, levels are loaded based on the index (see the modding syntax for more information)

OTHER CHANGES

- pressing Q no longer uses the “virus” skill
- enemies no longer switch weapons if they are not aggro

PATCH 15

<https://docs.google.com/file/d/0B2mN1oWwaRn7cEU2b0dpYkp5eWM>

ADDITIONS

- THE DEFENSE CLASS HAS BEEN **TEMPORARILY** REMOVED FROM THE CHARACTER SELECT MENU, it is technically still in the game, but the mechanics are totally broken. I cannot think of an alternative to this class and I don't want to delay the patch for no real reason.
- taking damage now results in a small amount of screenshake and recoil
- each class has a new skill
- hovering over enemies while inspecting now shows weapon stats

BUG FIXES

- explosions now damage modded blocks
- stunned enemies no longer attack player if they are really close
- missing with swing items is registered with aim skills
- fixed draw order of fire enemy overlay

BALANCE

- increased stealth damage on the six shooter weapon
- peppergun damage reduced, spread increased
- assault rifle damage reduced, kickback increased
- increased damage of the laser turret, but it no longer burns enemies

OTHER CHANGES

- reworked explosions
- crosshair changes
- several visual changes with skills
- pressing Q no longer spawns a smoke grenade
- pressing K no longer crashes the game (training dummy fixed)

PATCH 14

<https://docs.google.com/file/d/0B2mN1oWwaRn7dUs1eWIKX3FWMkU>

BUG FIXES

OTHER CHANGES

- enemies now drop ammokits at a consistent rate (no difference between melee and gun enemies now)
- antidote skill now clears blind and deaf
- enemies no longer show up on the minimap if the map isnt being drawn
- splinter cell enemies no longer show their shadow when invisible

MODDING

- objects are now loaded in differently, they are loaded when the object is spawned, allowing for extra commands in the object file
- objects now block light
- new error method should stop crashing, endless loops still occur though, cant do much about that
- you can now change backgrounds, more work will be done with this
- add_tile[...] added
- add_object_small[...] added
- add_object_break[...] added
- make_item[...] added
- add_background[...] added
- create_particle_rand[...] added
- destroy actions added
- particles fixed
- fixed an error caused by having a comment at the end of the script (was causing the script to load one more time, but since there was nothing to run it would give an error)
- random tiles should no longer get stuck in blocks

- trash items now spawn in modded rooms

PATCH 13

<https://docs.google.com/file/d/0B2mN1oWwaRn7NjRyV1RZMjF4cUE>

(Patches are compared to 12a, not 12)

ADDITIONS

- new grenade: smokebomb -> applies blind and deaf to enemies
- enemy AI changes
 - enemies now aim towards where the player is moving rather than where it is right now
 - enemies now spawn with weapons instead of pseudo-weapons, these weapons have real stats like player weapons
 - enemies now pick up guns off the floor
 - enemies now switch weapons based on the situation they are in
- 2 new status effects added
 - deaf: lowers enemy hearing scale by 65%
 - blind: lowers enemy sightline by 75%

BUG FIXES

- fixed density related crash (i think)
- junk items now spawn again
- enemies now spawn properly with seed

BALANCE

- project voice now applies "deaf" to nearby enemies for 4 seconds
- sound scale redone
 - sound is now also based on distance from the sound to the enemy
 - large sounds now use the density values
 - fixed some bugs

OTHER CHANGES

- changed the way that backgrounds are drawn
- enemies now have a "?" over their heads when they notice a sound
- weapons are now compared to each other, better weapons have a gold outside instead of a white one
- enemies are now drawn on the minimap
- added a way to switch between modding and normal quickplay, it's really awful

and will be changed

PATCH 12a

<https://dl.dropboxusercontent.com/u/15663815/CashOut12a.rar>

- MODDING ADDED see:
<http://cashoutdev.tumblr.com/post/81225282547/cash-out-alpha-12a-released>

PATCH 12

<https://docs.google.com/file/d/0B2mN1oWwaRn7ZGxMVVZsS0thbUU>

skill overhaul

- overhauled global skills to make them less generic and situational, all skills have been effected
- skill level ups do not do anything right now, this'll be changed later
- bullet time -> cooldown 12 seconds skill time 2 seconds
- shadow step -> cooldown 8 seconds skill time 3 seconds, sound reduction increased to 80%
- bloodthirst -> cooldown 10 seconds skill time 2 seconds
- adrenaline boost -> cooldown 7 seconds skill time 2 seconds
- eagle eye -> cooldown 6 seconds skill time 2 seconds
- burst of speed -> cooldown 14 seconds skill time 3 seconds
- iron skin -> cooldown 9 seconds skill time 2 seconds
- berserk -> cooldown 8 seconds skill time 2 seconds - now saves all ammo
- swarm -> removed
- spy vision -> removed
- skill boost -> removed
- static field -> cooldown 6 seconds skill time 3 seconds
- inc. ammo -> removed, is now a gun tech
- ADDED SKILLS
 - ration -> all ammokits regardless of size in the room turn to small medkits
 - dodge -> move quickly in the direction you're moving and avoid all attacks
 - project voice -> yell. facing the direction you're moving, to confuse enemies and direct them away from you
 - braced -> damage dealt heals you instead of damaging you

additions

- new "loot" system, rare items that are worth a lot of money, but instead contribute to your total money instead of the money at the end
- pressing tab will now hi-light anything that can be picked up
- **GUN SOUNDS HAVE BEEN "ADDED" FOR TESTING THIS IS EXPERIMENTAL, PRESS N TO TURN THEM OFF**
- changed the way objects are drawn, should increase performance
- sound is now absorbed based on density, blocks have different densities which absorb more sound, the thicker blocks are, the more sound they'll absorb
- new gun and swing weapon bonus - charge -> increases thrown charge speed
- two new medic traits to replace those dealing with skill cooldowns
 - when overdosed, you heal based on the amount of damage you do
 - damage is increased based on the amount of health you are missing
- new strength trait
 - taking damage gives a small amount of adrenaline (the previous bonus was firing off regardless if you selected this or not)
- 2 new engineer traits
 - when not overheated: deal more damage relative to how much overheat you have
 - killing an enemy removes overheating if you are not fully overheated
- two new techs added
 - gun: incendiary ammo, burns enemies on hit
 - knife: serration 60% less stealth damage, 40% more general damage

bug fixes

- fixed crash on hitting an enemy (this should never be happening)
- smoke particles would never disappear, the game would end up eventually creating so many particles the game would slow down
- fixed the slide puzzle messing the seed up
- stealth damage fixed AGAIN
- fixed army pants bonus
- using stance of time when it's active now turns it off
- cabinets fixed
- fixed a crash caused by finishing quickplay without a character in career mode loaded
- strength boost that was increasing fist speed wasn't doing anything
- fixed thrown knives getting stuck in walls

balance

- globally increased the amount of damage done by enemies
- gun noise lowered
- sniper changed -> increased damage, lowered aim speed and kickback

- enemy firing speed is now consistent with player firing speed
- rocket turret aim speed and firing speed increased
- increased spread for enemies globally
- increased the knife throw speed (was low because knives were going through walls)
- greatly nerfed knives (decided to test DPS, guns were pretty consistent around 500 - 800 FPS, swing items 400 - 600 and then knives were 1200+)
- UNIQUE GUN CHANGES
 - Six Shooter -> Increased stealth damage
 - Minigun -> Reduced spread cone and damage
 - peppergun -> increased damage and spread
 - assault rifle -> increased spread
 - bolt action rifle -> reduced spread and kickback
 - stun gun -> increased damage
- increased the amount of time you have to escape buildings
 - is now based on move speed
 - is now less based on security level
 - timer speed now even faster with more enemies following you
- rifle changes
 - increased kickback
 - lowered speed
 - increased damage
- revolver changes
 - lowered damage
 - increased spread
 - lowered kickback
- pistol changes
 - lowered kickback
 - increased damage

other changes

- various objects that were not drawing over tables now draw over tables
- some more enemy AI work
- enemies now ignore sounds that are close to them
- increased the amount enemies walk when idle
- medic skill "jaws of life" now removes all cooldown
- slightly reduced the frame in which knives hit
- the "splinter cell" enemy type now always shows a faint outline where they are
- average FPS added (rounds over 4 seconds)
- AI has been slightly optimized -> expect less framerate drops while escaping
- changed the way thrown items work
- floor number while loading is now correct
- dying now flushes memory
- screenshake should no longer show outside the current room you're in

- the way clothing is added to your inventory has been changed
 - inventory is saved at the end of the round
 - picking up adds to a list
 - at the end of you round you can choose what clothing you keep and what you lose, lost clothing will be sold
- new way of drawing popups added
 - when mousing over an item, only the name is drawn, and much smaller
 - you now need to press tab to show the info
 - if holding tab, the info will automatically pop up

PATCH 11

<https://docs.google.com/file/d/0B2mN1oWwaRn7ZnQzanhadXJrdWM>

additions

- a skill for each class has been added
- thrown weapons now use the item charge bar, charge bar look changed
- key boxes can now drop clothing, clothing dropped will now have a chance to gain 2 levels automatically
- **guns are now kept between levels**
- new unique unit - chief -> low hp, increases attack speed of nearby enemies
- **a new menu has been added**
 - options menu has been added, and is VERY bare right now, this is not final.
 - many things have been funneled into menus
 - many things do not work, the main purpose of this was to provide an options menu to change controls, i will be adding more to this menu in future updates
- minicrits have been added!
 - when stunned, attacks minicrit instead of critting, more things in the future will mini crit
 - minicrits do less damage than crits, 1.35x instead of 2x
- changed the way swinging weapons are drawn
 - pipes can now spawn (slower attack, longer stun)
 - claymores can now spawn (slow attack, low stun, high damage)

bug fixes

- fixed dropping items and money from clipping into blocks
- fixed a shockingly large list of crashes caused by inputting values from the new status effect system in wrong, oops
- some AI movement bugs fixed
- description "insane" was only increasing a pathetically small amount of damage
- the precision bonus that increased damage with skill points was likewise increasing a pathetically small amount of damage
- when using a stance as the defense class, you now take 25% less damage, the trait that does similar stacks with this

- weapons are now correctly drawn when switching maps
- throw speed melee weapon boost fixed
- base throw speed for melee weapons lowered
- thrown items while using the explosive shot no longer creates two explosions
- kickback was totally turned off for some reason, its now back on
- you can no longer throw items without charging
- stealth damage bonus fixed
- quickplay no longer uses your career file for generating how much money you had on death
- plaid shirt was increasing damage even if the shot was critting
- enemies can no longer get stuck on push blocks
- pressing enter before the map loads is no longer possible
- fixed some name generation messups
- knives and swing items now can use the explosion precision skill
- thrown planks and environmental weapons can no longer crit
- shadows drawn while using a swing item fixed
- fixed some character creation things
 - skills should be easier to select now
 - can no longer get above 4 points in a stat

balance

- shield turret -> absorbed damage increased from 60% to 85%
- enemy melee speed lowered, damage slightly increased
- lowered base damage of planks
- description “trustworthy” now crits on the last 30% of your magazine, AND now minicrits instead of crits
- global swing item damage reduced from 100 to 80
- reduced the rate in which combo points for the precision class go down, is now based on the total number of points
- since guns now carry across maps, rarity has been changed
- adjusted enemy damage from previous patches (to make gun damage match player gun damage, enemies are now considerably stronger!)
- sniper enemy damage reduced
- precision skill “aim for the heart” lowered in healing, but also lowered in required combo points
- precision skill “elemental shot” lowered in required points, now gives 3 shots instead of 5
- crit damage boost lowered from 3x to 2x
- enemy health scaling changed
 - no longer a linear scale, now exponential
 - health increases very slowly at first, then ramps up
- lowered stun time of blinding flash from 2 seconds to half a second
- crashes fixed
 - entering car while charging/speed boosting

- aim particles crashing the game when entering the car
- engineer return particles crashing when entering the car
- swarm skill crashing when entering the car
- firing a grappling hook and entering the car
- six shooter
 - damage reduced 40%
 - fixed stealth damage (is now 85% more)
- clothing balance:
 - leather jacket -> boost upgraded from 1.1% per level to 4.1% per level
 - tracksuit -> boost upgraded from 1.3% per level to 3.3% per level
 - plaid shirt -> boost upgraded from 1.3% per level to 2.3% per level
 - fire suit -> boost upgraded from 1.1% per level to 3.5% per level
 - leather chaps -> boost upgraded from 1.5% per level to 2.5% per level
 - overalls -> boost upgraded from 1.3% per level to 2.3% per level
 - fire pants -> boost upgraded from 3% per level to 3.1% per level
 - lab coat -> boost upgraded from 2.1% per level to 3.1% per level
 - army top -> boost upgraded from .9% per level to 1.8% per level
 - lab pants -> boost reduced from 5 damage per level to 4 damage per level

other changes

- pressing K no longer spawns a staircase
- grand heist is 5 floors again
- swing weapons no longer use the gun crosshair
- spy “sapper” item now is affected by the throw charge
- puzzle boxes are now metal type
- melee enemies are now affected by slowdown/speedup
- sniper enemy can now carry all types of weapons
- puzzle box changes
 - loot now spawns in the right position
 - slide puzzles can now spawn (people said they didnt like these, so if enough people complain ill remove them)
 - loot spawned in now similar to gold lockboxes
 - puzzle timer balance
 - lockpick -> changed to 12 seconds
 - higher/lower -> unlock attempt now takes 3 seconds

GRAPHICAL OVERHAUL

- removed AA on scaled/rotated sprites, sprites should look much cleaner now
- working towards a consistent pallet with colours, many tiles will now look different
- added detail to many sprites