

Welcome!

This is the 0.8 change log for ELEMANIUM

The game: <https://djaycer.itch.io/elemanium>

Bug Reports: <https://forms.gle/rdvPq1YuDRRp3YHE6>

Feedback: <https://forms.gle/FCq4TqDBslhamWVC9>

Please note that not all changes may be logged, as I am a very lazy person.

- You can no longer infinitely sell the nothing item to make the store's money increase
- Overworld enemies have been fully implemented
- Added new item type that heals X percent of its heal stat immediately and 1-X percent of its heal stat at the end of turn.
 - Ex. HP stat of 10, X = 70%
 - 7 HP immediately
 - 3 HP at the end of turn
- Added item type that passively regens over the course of a few turns
- Added item type that heals the whole team
- Attempted to improve upon the sliding box collision
- Entire candy cane forest added
 - Might need to be made bigger?
- Dialogue written, not 100% finished
- The game will now load the room each time the game is saved to prevent mishaps with enemies