

Changelog

Momento Temporis: Arena

v0.12.1 (2017-11-11)

- Fixed a small issue causing a crash when online.

v0.12 (2017-11-11)

Additions:

- Added online multiplayer!!!
- Added two new arenas: *Deep Pillars* and *Divided*.
- Added a settings menu with graphics options etc.
- Added health and mana restoration effect.
- Added a mana cost indicator in the HUD for the Spell Caster's secondary attack.
- Added a short description of the selected game mode in the Match Settings menu.
- Player portraits now have team colored borders.
- Added small player portraits in the corner of the Match Settings menu.
- The Energy Node health bars now flash when their respective Node is damaged.
- Added gamepad button icons.
- Added a subtle parallax effect to the world.

Changes:

- The Soul Sword spell can now hit multiple targets.
- Increased stamina cost for bombs.
- Energy Nodes now takes less damage, especially from the Spell Caster's secondary attack.
- Tweaked the Ogre's slam attack. It needs a bigger jump now to successfully trigger.
- Decreased how much water and coldness etc. affects player speed.
- Made spike traps a bit slower.
- Improved looks of menus a bit. Scrollbars can now also be dragged with the mouse.
- Improved looks of Energy Nodes.
- The arena preview images are now properly pixelated for the standard arenas. Gotta love them big pixels!
- Slightly improved looks of torch fires.
- Improved performance. The game is now also internally locked at 60 FPS.

Fixes:

- Fixed crash when starting a match after having edited an arena that was not saved on the hard drive.
- Fixed issue with an item being used right after dropping an item.
- Fixed not being able to pick up dropped torches if both inventory slots were full.
- Fixed blocking action stopping almost immediately when moving past an edge, even if the fall was minimal.
- Fixed bombs and other objects not bouncing as expected on slopes.
- Fixed issue with the internal screen resolution when toggling fullscreen mode.
- Fixed various other bugs.

Editor:

- Added fill tool. Hold `Ctrl+Shift` to fill an area. (`Cmd+Shift` on Mac.)
- Added "arena is saved/loaded" notification text.
- Added a button in the arena info dialog for opening the arena's file folder.
- Slopes are now less painful to place.
- Removed `C` key for cycling stuff. Only mouse wheel works now. (Let me know if this is an issue.)
- Mouse cursor now changes when dragging objects.
- Only the current layer is reloaded when adding decals and placing shapes, resulting in better performance.
- *Hints* option is now saved.
- Added menu icons for the decals.
- Improved general looks and consistency a bit.
- Fixed placed shapes not forming a nice line between update frames when painting, especially if the game was laggy.
- Fixed dragged decals not centering on the mouse properly.
- Fixed tooltip being in the way when dragging objects. It's now hidden while dragging.

v0.11.1 (2017-08-29)

- When dying, a spirit now moves between the death and respawn locations.
- Added a way to configure uncommon/unrecognized gamepads.
- Added in-game changelog screen.
- Fixed a crash when trying to play a changed or deleted arena.
- Did some small optimizations.

v0.11 (2017-08-17)

- Added a new arena: *Proving Grounds*.
- Spike Traps no longer push Ogres upward if they aren't stunned.
- Made spike traps a bit more visible.
- Slightly decreased slowness when moving through liquids.
- Energy Nodes now look a bit different when destroyed.
- Added ripples when moving through liquids.
- Fixed several cases where players of opposite teams were spawning in the same spot.
- Editor: Added more decals for all themes. Also updated visuals of existing arenas.
- Editor: Fixed tooltips sometimes rendering outside the screen.
- Editor: Fixed decal list not updating when theme changes.
- Editor: Fixed inconsistent drawing order for decals. Small decals should now render on top of larger decals.
- Editor: Fixed entity properties not showing the correct texts in some places.
- Did some optimizations.

v0.10 (2017-08-10)

- Two players can now play on the keyboard.
- Keyboard keys are now rebindable. Keybinds can also be reset to default.
- Health, mana and stamina bars now animate when the values change.

- Fixed Ice Arrows not being affected by fire traps.
- Did some optimizations.
- Editor: It's now possible to specify what game modes entities appear in (e.g. make lava appear only in Deathmatch mode).
- Editor: Added missing entity icons.

v0.9 (2017-08-01)

- Added sounds!
- Changed how stamina regenerates.
- Acid now puts out fire.
- Tweaked poise values for characters.
- Decreased number of Soul Sword spell uses.
- Increased score you need to win in Beacons game mode.
- Did some optimizations.
- Fixed bombs not exploding when hit by a projectile.
- Fixed game mode changing when playing after editor has been used.
- Editor: Live game mode can now be changed with buttons. The buttons also show what game modes the arena supports.

v0.8 (2017-07-14)

- First public release!