

Changelog

2.5 - Silver Demo

- 5 levels (3 NEW)
- More dialogue
- 2 new/ more voice actors
- 2 new elements
- New mechanics
- More mind bending puzzles!

2.11 - Silver Demo - Update 1

- Some entirely new puzzles, some tweaked
- Absorb VFX feedback more juicy
- Force Field BUGS fixed
- You can shoot & absorb even when carrying an object!
- Secret areas added

2.12.1 - Silver Demo - Update 2

- Reloading checkpoints now properly resets spawned blocks
- Backspace now reloads last checkpoint instead of restarting level (if any checkpoint is reached)
- Chapter 1, 2, 3, 4 a few puzzle changes
- Chapter 5 environment small details, Chapter 3 name changed
- More environment objects can now be interacted with (such as the computers!)
- Force Fields logic refined, and more bug fixes regarding them
- Music & audio slider values now persisting between levels
- Plants & tree meshes optimized (caused huge frame drops)
- Build / Executable size decreased
- Material tweaks and optimizations
- Chapter select menu added
- Cutscenes now has camera rotation transition, rather than snapping directly towards target
- Fan moving logic tweaked and improved
- Additional light sources added to some previously dark areas.
- Additional new meshes added (like flowers and other details)
- All burnable obstacles are now vines, to clarify and simplify things

- New/ Updated meshes
 - Checkpoint mesh & VFX
 - Vines mesh
 - New Flowers/plants added
 - Changed mesh for the default thorns obstacle

2.12.2 - Resolution Settings added (Separate small release)

2.12.3 -