

Version	What's Added	Details
V1.0.0	The whole game was built and is new	2020
V1.0.5	<p>Removed the bouncy ball power up and replaced it with a coin. Added shop. Added a proper tutorial. Added following items in shop:</p> <ul style="list-style-type: none"> • Super explosion • Buffed heal • Magnet <p>Runners such as spawners (Run away if you get close to them) now follow you if you get too far away from them.</p>	<p>The bouncy ball was removed because of it not working.</p> <p>2021</p>
V1.1.0	<p>Added the new circle also known as demons</p> <ul style="list-style-type: none"> • Added achievements • Added Database • Added Menu 	<p>Feel The Power Part: I</p> <p>2024</p>
V1.2.0 + V1.1.5	<p>Bug fixes Finished update</p> <ul style="list-style-type: none"> • Shop • Abilities 	<p>Feel The Power Part: II</p> <p>2024</p>
V1.0.0 Layers Reborn (Beta)	The basics of the game were remade on unity. A very buggy and unfinished prototype was released to itch.io	12/9/2024
V1.5.0 Layers Reborn (Beta)	<ul style="list-style-type: none"> - Menu Screen Added - Death Screen Added - Paused Screen Added <p>Players can now close the game properly and not worry about restarting the</p>	12/14/2024

	application every time they die.	

- Bouncy ball (bounces across the screen killing enemies, goes on forever until attacked by player) **Removed**
 - Coins (once touched gives the player 15 coins)
- Buffed heal(Purchasable in shop) Heals the player by 3 layers, if the player can not heal anymore it will increase your strength instead. For example, if you can only heal one time then you will get 2 x 0.25 strength and the heal.

