

# Gameplay

- Added difficulty select screen and added more customizable difficulty options to settings menu
- Added tracking of max difficulty completed per level, and show that in level select menus
- Game now maps custom difficulty settings to the correct difficulty level (casual, hardcore, expert), for “max difficulty completed” tracking
- Made enemies dodge, block, and counter your throws less often at lower difficulty levels
- Made it so you're less likely to get double hits on ragdolled enemies on ground
- Made it so you can disarm and take an enemy's weapon even if you have a one-handed weapon
- Made enemies disarm you less often when you attack them with a knife
- Made AI a bit more aggressive while on dodge cooldown if you have a knife
- Improved integrated knife/weapon tutorial
- If holding a knife as primary and sword as secondary, you now swap hands
- Now prefer drawing sword over knife, and automatically draw another weapon after throwing one
- Now allow throwing offhand weapons (prefer throwing knife over sword)
- Knife throw that is not caught now does more damage to aware enemies (a chance to do enough to kill a rabbit)
- Fixed accidentally counting static enemies as threats when triggering slow motion at combat end
- Fixed a problem with slow motion not triggering when enemies are killed, if other enemies are disabled
- Fixed a problem with enemies being able to trigger slow motion when pulling out a weapon from their fallen allies
- Made it harder to accidentally drop weapons when trying to throw them (now crouch, look down, hit Q to drop)
- Added lethal spike object that impales characters that run into them (and death hint tutorial if you die to them)
- Made enemies no longer able to counter after ragdoll block (increased fairness)
- Made only rabbits try to use jump nodes (since dogs were failing to use nodes too high for them, and can throw weapons anyway)
- Made KO-shield resilient to falling on easy mode
- Made player recovery rolls automatic except on expert mode
- Made NPCs no longer able to block while rolling (to increase fairness)
- Made thrown enemies take extra damage
- Added ability to stealth disarm dogs
- Cats now throw knives sometimes, deal and take less sharp damage, are better at parrying thrown weapons, recover better from ragdoll, and are harder to leg cannon
- Made countering a throw easier on easier difficulty levels, fixed bug where you sometimes took damage, added death hint to tell you how to counter enemy's throws

- Now cannot grab ledges to save yourself from guaranteed fall deaths, or while moving too fast
- Added ability to launch pause menu when using the controller
- Added leg cannon tutorial and weapon deflect tutorial
- Added/improved integrated wall running and platforming tutorial
- Added dodge and weapon disarm tutorial
- Added death hint tutorial for how to counter enemy shoulder throws
- Added tutorial text for entering dialogue, and for not being able to enter dialogue during combat
- Fixed some problems with tutorial display
- Fixed bug with teleporting enemies across the map when you throw-counter
- Improved wolf animations for attacking and getting damaged, slowed their attack recovery, and made them no longer roll to their feet
- Made enemies lose track of you if you evade them long enough (except bosses)
- Made enemies reset give-up timer when trying to reach weapons if they get disarmed
- Made extended tutorials only show up in Overgrowth story
- Made it so enemies can hear thrown items/weapons when they land
- Made enemies react to their victory in more interesting and varied ways
- Made it so it's even harder to trigger a win while dead
- Re-added pain animations after throat cut (was accidentally removed)
- Made it so you can sheathe a weapon when holding an enemy hostage with a weapon
- Made it so you can pull weapons out of all enemies more consistently, even while both walking
- Enemies react a bit more slowly to hearing sounds
- Weapons now show locator flash more frequently, and properly base its color off the level's whitepoint
- Removed water movement velocity cap
- Made it louder when characters/player walk through water, AI notice this sound more
- Fixed a problem where AI sometimes didn't hear a splash made while walking through water
- Made enemies give up on trying to grab a weapon on the ground after a timeout (in case they can't reach it)
- Made leg cannon take into account velocity while picking the best target
- Made it so you can enter dialogues when enemies are searching for you but haven't see you yet
- Made enemies alerted to your presence if you bump into them

## Graphics/Sound

- Added true fullscreen and windowed-fullscreen video options
- Switched to SDL 2.0.5 on windows to fix full-screen windowed mode issue
- Added better sorting for resolution options (common ones first), and filter out resolutions larger than the desktop
- Added black screen fade on level end/load start, dialogue start/end, reset/respawn
- Added blend fade into level from loading screen image

- Switched out loading screen and dialogue font to something more readable
- Improved the look of the dialogue prompt symbols (? and !) above characters you can talk to, made them colorable, and made them fade out/in when starting/leaving a dialogue
- Fixed weird animation when holding grab while wielding certain weapons
- Disabled tutorial text when in media mode (for better screenshots)
- Did some cleanup of camera animation when starting dialogues
- Did some fixes to animations when starting dialogues
- Made dialogue scroll speed independent of game speed setting
- Did fixes to animations when ending levels
- Disabled thrown weapon whoosh sound
- Fixed loading screen vignette/text on wide aspect ratio screens
- Split up several dialogues so they show up better on weird/low resolution screens
- Made fire sound fade in (reduce sound popping)
- Prevent footstep sounds when dialogues start
- Fixed animation transition from ragdoll to a dialogue pose
- Fixed some issues with ambient sounds in loading screens
- Improved blending between multiple audio tracks to reduce or eliminate crackling
- Made sound fade in when starting, to reduce or eliminate audio popping
- Stopped automatic talking animation when characters are dead
- Made menu screens draw on top of everything else to fix black screen issues
- Reduced default music volume
- Added unique animation for choking out a rat (with a lift)
- Transferred lighting from Overgrowth story's magma arena level to arena mode version of that level
- Fixed character shadows skipping when far from player (now don't cast shadows at all when far enough)
- Improved formatting and increased font size on loading screen text
- NPCs no longer enter attack threat stance until they're less than four meters away
- Fixed bugs in water reflection rendering in split screen

## UI

- Made the log console disappear on release builds (its\_happening.gif)
- Added "continue" option to reopen current story level
- Change "Campaign" to "Story" in menus to make it more clear that's the main content of the game
- Replaced Overgrowth story "mod" with real play menu item, made it always visible, now supports proper unlocking, etc
- Removed tutorial from play menu, since a tutorial is now integrated into the new Overgrowth story
- Made it so you can click the mouse to start the level instead of having to press a key/controller button

- Made loading screen "press any key to continue" not appear if not loading screen text is present
- Now waits until loading screen "press any key to continue" prompt shown before accepting the input to dismiss that prompt (should no longer accidentally dismiss it)
- Now does not show dialogue "click to continue" if text is too long and would overlap prompt
- Made game stay paused when you exit the escape menu (if the game was paused before opening the menu)

## Editor

- Disable hot reloads while in normal gameplay and not in editor
- Now can press F1 a second time to exit editor mode
- Updated "new level" to have better contrast/colors for debug screenshots (defaults will all get changed in real levels anyhow)
- Added character sound effect ("voice") preview in dialogue editor
- Removed unused tutorial debug text so it doesn't clutter the debug text window
- Made debug text only appear if you have the editor mode activated
- Moved many editor menu options to "Selected" menu, since "Edit" was getting crowded/overloaded
- Added debug window for "state" (menu script state, campaign menu state, currently loaded level info)

## Modding

- Improved error message UI in mods menu when mods are broken/conflicting (replaces normal mod description text)
- Update example mod campaign to use new mod campaign system
- Refactored save structure to better support mod save data, mod campaigns, and potentially support non-linear mod campaigns
- Updated save file format to better handle new data/progress saving scheme, and backwards-compatible load of old formats (note: levels can set their name parameter to use the save system properly, though it will fall back on filename)
- Added campaign menu base scripts that should be easier for modders to modify (and using them for the game's campaigns)
- Now doesn't optimize/re-compress UI and level load images, to avoid hitches for mod campaigns
- Made level paths less redundant in mod campaign definitions in mod.xml ("Data/Level/" now prepended)
- Added support for custom lock icon in mod campaigns
- Made level progress save base off <Name> tag in level XML instead of filename
- Particle emitters and lights can now be enabled or disabled by script
- Made tutorial hotspots now able to affect the death hint text

- Added script callback so that hotspots can know if they get enabled or disabled, and forward that to children/manage internal state
- Added ability to cast from Object@ to Hotspot@ in angelscript (you should still ensure it is a hotspot first with the Object::GetType() method before doing the cast)
- Made victory sting music manually triggered ("play\_success\_sting" in an overgrowth\_level goal) to make them more impactful when they happen
- Replaced "Print" calls with "Log" calls in game scripts
- DebugDraw elements no longer persist between levels, so you can be less careful in mod scripts about cleaning them up
- Added quaternion-equals operator to scripting system
- Moved some unused attack animations to the right folder (so they can be discovered by modders)
- Made dialogues load and use a character name/dialogue sound/dialogue frame color mapping file (filename specified with the "Dialogue Colors" level param)
- Added QueueWriteInPlace script function to savefile object
- Added a "levelwin" hotspot, for people who want to string together levels and can live with very simple functionality
- Added ability to specify animated water froth decal's direction and speed (rotate the decal to change direction, increase "green" color in color picker to increase speed. Increase "red" color to increase frothiness intensity, though intensity option already existed)
- Added support for "scared" flag to cats, which will cause them to flee the player
- Added option to remove win delay after a defeat goal before next goal is activated, and dialogues etc are triggered. (e.g. *goal\_3 -> defeat 4713 no\_delay*)
- Made error clearer when level XML is invalid
- Made script logging write out the original file path and script context name, so an error is more traceable to its source
- Added Object::IsExcludedFromSave to angelscript so mods can better detect temporary items
- Made hotspot object not longer crash game if their corresponding script file is missing
- Improved mod upload UI, and give better error messages for mistakes in mod packaging
- Improved mod downloading display to make it less confusing that mods are downloading, especially when progress has stalled or is paused
- Added improved invisible boundary hotspots
- Fixed holes and other weird visual problems in hex crete corner object
- Made camera object script load failures explicit, instead of silently failing in weird ways
- Moved "Wolfire Sandbox Levels" to be a mod campaign, so they don't clutter up community-made level ("custom levels") menu
- Added several menu icons that can be used in mod UIs
- Moved weapons to their own category in the spawner menu
- Added old and new spike types to spawner menu
- Added automatic conversion for non-DXT5 textures, since they cause OpenGL errors (places them in cache directory)
- Fix for old shader type "plant\_less\_movement", which might be used by some mods (now is same as "plant")

- Made dialogue prompt symbols (? and !) more configurable, optionally enabling fade out/in, coloring them, and support putting the symbol over more than one character's head

## Performance

- Now unload textures from RAM after moving them to VRAM (reduces memory pressure a bit)
- Added more assets to the preload.xml file, so fewer assets are loaded while playing levels
- Engine now automatically compresses new nav meshes into a zip file upon save
- Made blood surface textures stay resident so they don't thrash memory as much
- Cached level info to separate smaller/faster-to-load file to make level loads faster
- Other minor speed-ups to level loading
- Improved rendering performance when disabling detail objects
- Improved rendering performance for detail object while zooming in
- Improved shadow rendering performance while zooming in
- Improvements to water splash rendering performance
- Added asset load/warnings section to performance window, and ability to clear list
- Improved CPU usage a little bit for collision detection

## Settings

- "Skip dialogue" and "Go to selected" keys are now properly bindable
- Added brightness slider to settings menus
- Added a debug/cheat setting to the top bar -> settings -> debug that makes the player invulnerable
- Added invisibility debug/cheat when in editor mode for testing out enemy hearing/attacking based on sound (B key)
- Move "enable debug window" to Window, from Settings, to make it faster to enable/disable
- Added menu item so you can lock/unlock campaign progress for campaign menu debugging purposes, per-difficulty level
- Removed broken and non-working "background process pool" setting from menu
- Added option to disable tutorial text (disabled by default on "expert" mode)
- Added option to disable "press any key to continue" loading screen prompt
- Added "no texture convert" option to increase load speeds for custom levels with custom assets (skips mip map generation)
- Added "no nav mesh generation" option to increase load speeds for custom levels (note: causes some navigation bugs that can only be fixed by baking the nav mesh and level reload)

## Other/Bugfixes

- Added detection for S3TC DXT5 and display an error when it isn't present, since we don't have a fallback

- Improved physics reliability of thrown items so it can better hit enemies lying on ground, etc
- Made it so you can more reliably interrupt a level load
- Made click to respawn use proper key binding, and made it not appear on levels not using the overgrowth\_level hotspot
- Made hardware info menu item work, to make it easier to debug when swapping GPUs etc
- Fix repeat error popup when turning off simple shadows in top bar -> settings menu (while in level)
- Fixed rare bug getting stuck while falling out of cave arena by adding kill box
- Made Detour and Recast libraries use custom allocators to better track and categorize memory usage
- Added a sanity check in particle generation code and quaternion rotation to avoid NaNs (and resulting console error spam)
- Fixed tutorials sometimes getting triggered when the player wasn't entering them
- Fixed music in arena prototype mod levels
- Fixed problem with skipping dialogue on level start
- Fixed text render for loading tips when no loading image used on a level
- Fixed depth test for debug line rendering
- Fixes to graphics initialization routines to get better troubleshooting info on launch failures
- Made camera stay put when going to/from pause menu
- Fixed some bugs when dialogues grant weapons
- Refactored Overgrowth and Lugaru stories so they use the same campaign structure as mods (added them as "core mods", which can't be disabled)
- Fixed error when scrolling through custom campaign menus with a large number of levels with long names
- Refactored framebuffer creation and added better logging for the multiple framebuffers (for better debugging of various driver/crash issues)
- Made debug lightning death eyes avoid targeting disabled characters
- Fixed some bugs around slow motion when the game difficulty (and play speed setting) is lower than expert
- Fixed some bugs around music pitch sometimes changing with game speed changes
- Made improvements to script hot reload (and logging during hot reload)
- Bail out now instead of infinite recursion/crash on accidental script message looping
- Fix crash when user clicks "continue" while failing to load soundgroup file
- Now log contents of soundgroup if some of the files are missing
- Changed several asset loads to log an error (and not pop up a window) instead of crashing when files not found
- Add a scenegraph log dump on crash to facilitate debugging
- Remove some old no longer used GUI scripts and code
- Improved some issues with character vertical popping (including a few issues, when walking around, and when being choked)
- Fixed issue with "emptying" hands (triggered via message to character, in dialogues etc) for 2-handed weapons
- Fixed bugs in weapon switching when wielding two swords (was a temporary B6 problem)

- Fixed some problems with "stick to nav mesh" behavior when knocking down enemies/when they roll (easier to kick them off cliffs now), and when nav meshes are not baked (via debug option)
- Fixed some NPC collision problems when navigation mesh not baked
- Fixed some issues with music persisting after player death
- Fixed a bug with skipping dialogue previews
- Fixes to checkpoint hotspot for mods
- Fixed problem with editor not being able to ragdoll a character (CTRL+K now works again)
- Fixed problem trying to set static character's scale in editor
- Fixed crash in collision painting in editor, increased its usable range, made invisible blocks show up in visualization, fixed an off-by-one issue in "spread to surfaces" option
- Fixed button sizing in GUI when no icon is specified (temporary B6 problem in new menus)
- Fixed some asset allocation/deallocation issues (sky texture, light probe usage in VBO, text atlases, light probe collection, blood surface, collision meshes, textures, sub-textures, static physics objects)
- Fixed getting stuck after a dialogue, or suddenly appearing to fall into that dialogue, if you do a leg cannon, flip, or roll while triggering it
- Fixed some animation issues while hovering over levels in play menu
- Fixed skipping dialogues with keypad enter (temporary B6 issue after making key rebindable)
- Fixed some issues with "no dialogues" debug mode
- Fixed some issues with sleeping animation
- Fixed some bobblehead issues with dialogues (temporary B6 problem)
- Fixes for some music tracks failing to stop playing when a new track queued
- Fixed dead bodies writhing after getting hit by missed weapon throw
- Fixed sound-hearing related crash (when item makes sound, but no current object owner)
- Removed some log spam
- Improvements to deployment system (not seen in game, but makes our lives easier!)
- Made debug draw window toggle no longer mess up debug keys setting
- Removed errors in log related to old, unused spawner items (and removed old broken items from spawner menu)
- Fixed one possible cause of enemies falling through the world
- Made static characters no longer (sometimes) float off into sky on reset/spawn
- Added Crunch texture compression and texture read code path
- Fixed a source of (rare, though less rare on build machine) random crashes and incorrect results in checksum generation
- Removed some "ID -1 not found" spurious log warnings when objects are intentionally (re)assigned IDs (e.g. prefab or object load)
- Removed some "ID -1 not found" spurious log warnings when checking if an object exists
- Fixed crash on save when "no reflection capture" enabled
- Made navmesh connections (jump nodes) no longer able to connect to non-navmesh connection objects, and automatically remove existing incorrect connections
- Moved spawner items to a "core mod", and removed now-redundant JSON system
- Added a "Save" debug window to "Window" menu item



- Fixed a divide by zero error when playing a random sound in a soundgroup
- Added stack trace logging when crash occurs under windows

## New Overgrowth story

- Added depth of field effect to cutscenes throughout story
- Made knockout shield values more consistent
- Updated dialogues with final story draft
- Added many ambient sounds
- Added ending
- Added victory sting music triggers to many spots in the new Overgrowth story now that they're manually triggered
- Renamed a few main characters to more nature-inspired names
- Varied initial poses in first several levels
- Updated level thumbnails in story menu
- Updated loading screen images with newer art
- Added and improved dialogue sounds and colors for several characters
- Updates to music tracks, added custom per-level music progression, add silence in some places, lowered music volume in some places, all to make music more dynamic and better fit the progression
- Fixed cat-tail animations in swamp levels
- Renamed several levels so their titles are more plot focused
- Fixed animations so you sheathe weapons in many of the dialogues instead of impaling yourself
- Fixed animations at beginning of several levels so you don't see camera popping now that we smoothly fade in
- **White Flags:** Fixes to music, tweaks to dialogue, made last dialogue prompt symbol an ! instead of ?, tweaked animation so last NPC looks less threatening/more scared, added NPC-kill hotspot around level in case you kick enemy off onto lower rocks, simplified stealth section to not require a stealth climb-up, made stealth enemies harder to defeat so you're more likely to have completed the stealth tutorial, made it so you can talk to first villager even if you die after defeating the first enemy, tweaked beginning path, tweaked loading text, fixed problems with tutorials displaying at wrong times/not displaying, fixed issue with an enemy's placement, added alternate ending, scaled down grass in cutscene to make it look less unkempt
- **Slaver Path:** Moved one of Turner's spawns to no longer be inside tutorial, tweaks to dialogue, made spikes use new lethal spike, added invulnerable "throw trainer" enemy (with throw count progress meter) to beginning for a block + throw tutorial (invulnerable only if tutorial is enabled), slight tweaks to shadows, improved tent collision
- **Night Raid:** Fixed some misplaced/floating objects, improved dialogue camera work and animations, added disarm tutorial to boss, added lethal spike hazard, added stuff inside cabin in case you peer through the cracks, improved tent collision, updated collision painting to fix some issues

- **Slaver Tower:** Added fall death hotspots to platforming section, so you don't get set back so far on failure, added wall run tutorial, fixed boss hotspot so you can't accidentally skip it with a wall run, made boss static to start with to reduce CPU usage, fixed an issue in one of the dialogues, changed character colors/designs and improved shadows, water froth in river now moves, added more cliff walls/invisible walls
- **Slate Farm:** Enemies now path around pyre a bit better, made first dialogue only play end on death and respawn, fixed some floating objects, and camera angle at end of level (so you can see everyone you're talking to)
- **Windcutter Beach:** Reduced skill of end bosses a little bit (cats were made a little harder this update, and it is early in the game anyhow), now prompt the player in dialogue to get to the boat, now give player a sword for the last two fights, fixes to collision geometry, added many NPC jump nodes throughout level, dropped metal armor bonus from sword guard, fixed problems with leaning guard, added some stairs in a few places, fixed some problems with (optional) goal completion system that mostly impacted this level, fixes to nav meshes to improve NPCs walking up ramps and running into/over obstacles
- **Ice Cliffs:** Added fall death hotspots to platforming section, closed off false path (that wasn't fun to play as an alternate path), plugged hole that you could use to escape level, fixed visible back-faces in some places, increased knockback so it is easier to kick the wolf off the cliff, fixed some animation/idle issues with NPCs
- **Dog Fort:** Made first guard optional to defeat, made checkpoints optional to reach, player now has weapon drawn at beginning of boss fight, made dogs less eagle-eyed so you can better plan stealthing, fixed one of the guards not despawning when boss spawned, added question mark over prisoner rabbit, fixed some objects that caused weird climbing behavior, replaced tree models with more performant versions
- **Dog Patrols:** Fixed detail texture wrapping issue
- **Rebel Base:** Added fall death hotspots to platforming section, simplified the final part of the platforming, improved wall run collision
- **Canyon Ambush:** Fixed animations in dialogue to make rat's recovery more believable, improved enemy triggers so Crawl doesn't go nuts seeking guys he can't see and enemies at end always properly trigger, fixed small dialogue issues, added some ambient occlusion shadows, replaced tree models with more performant versions
- **Catchers:** Added camo to rats, made guards less eagle-eyed, made spike use new lethal spike, made patrol path more predictable when you first arrive (and improved CPU usage before then too), updated collision painting to fix some issues
- **Thick Fog:** Added camo to rats
- **Tree Climb:** Added knockout shield, added camo to rats, tweaks to dialogue, tweaks to signposting lighting, fixed rats getting stuck in structures, added mid-tree respawn checkpoints, made it so you can't trigger level end as easily when failing final jump, added fall death hotspots to platforming section (on tree), removed some unused hotspots, updated collision painting to fix some issues
- **Shallow Swamp:** Added camo to rats, made enemies hear better, fix for rats drowning during cutscene, fixed problems with nav meshes

- **Rat Base:** Made it so you have to hunt down rats more, covered rats in camo, glammed up bosses, small fixes to level visuals, fixed a gap in the fence, added invisible boundaries to back up fence, added music progression when fighting the boss, added spike hazard, updated collision painting to fix some issues
- **Pit Duel:** Improvements to dialogue and start off silent, with music triggered when one of the lines is spoken, fixed some bugs in goal scripts pointing at wrong character id
- **Magma Barracks:** Added dialogue prompt ? symbol to NPCs you talk to, and increased size of level end hotspot so you don't have a weird pause when approaching the exit
- **Magma Arena:** Made wolf enemy and rabbit enemies a bit more difficult, fixed some spawn placement issues and camera placement issues, made music more calm during dialogues and less so when out of dialogue and in combat, added lighting around lava falls, removed some excessive shadow decals
- **Volcano Climb:** Made non-climbable wall a little more lethal looking, gave guards weapons to give them more authority, fixed black skybox rendering on some GPUs, added music progression while progressing through level, added fall-death hotspots to platforming section, added delay after enter to goal hotspot at top so you have to nail the jump, added forcefield to beginning of level, plugged hole in environment close to spawn, updated collision painting to fix some issues
- **Waterfall Barracks/Midnight Plan:** Improved dialogue animations, added guard, tweaks to camera work to make them a bit less repetitive, fixed animation weirdness that was exposed by new fade-in
- **Waterfall Arena:** Tweaked crowd volume and music layer intensity during dialogues, swapped kill hotspot so you die on impact instead of in air when falling off waterfall, tweaked crowd positioning
- **Cave Assassins:** Updates to water visuals to reduce GPU load and make them look a little better, gave hints that you can bypass difficult guards, made it easier to see dog guards, reduced chance of immediately falling after ending one of the dialogues, added "stick to nav mesh" so enemies don't suicide off platform, made water lethal at end encounter, made entire level brighter, added more ambient lighting for path, fixed problem that caused a lot of level to be skipped on death + respawn, swapped out one of the stone assets to use a simpler collision mesh, updated collision painting to fix some issues
- **Rock Arena:** Moved bone debris above terrain and removed collision from them
- **Cat City:** Player now has weapon drawn at beginning during first fight, glammed up cats a bit more, gave (throwable) weapons to more of the city guards, fixed some bugs introduced by dialogue changes, made duel audience a bit less passive (now scaredy cats!), added force field in case you try to escape before defeating amethyst, updated collision painting to fix some issues
- **Sky Island:** Added loading screen text, added story ending trigger and bring back to main menu after completing level, made music progress while ascending, fade out fog visuals when ascending, fixed some problems with checkpoints, fixed some collision problems/CPU spikes, added fog to horizon to fix visible water geometry edge, cleanup of some misplaced objects, changed some platforms you couldn't climb up to look less climbable, fixed some camera fighting issues in dialogues, fixed guards not attacking player, improvements to miniboss/boss

encounters, NPC color scheme updates, fixed camera angle on boss dialogue, improvements to dialogues, removed placeholder text hotspots, removed some of the placeholder NPCs, added fall death hotspots to platforming section, added NPC-kill hotspot under the platform where you fight, closed off houses up top, fixed hole in bottom of pool, graphics tweaks to lighting/shadow, updated collision painting to fix some issues

## Lugaru story

- Small tutorial fixes, placed ambient occlusion shadows in many levels, updated some loading screen images, added "next steps" and fade to black to end of story, other minor visual tweaks
- Fixed decal that looked weird near spawn in first village level
- Added dialogue prompt ! symbols over characters that were missing them
- Fix enemy walking outside of dialogue box when you take falling damage near him on village 2 level