



INVASION RELEASE - VERSION 0.16.0 - 03 OCT 2018

This has been an interesting month of development, with plenty going on. This was also the month that Besty started working full-time on the project. With our powers combined, ~~we are Captain Planet!~~ we managed to get a lot done. In fact, I've been dreading writing this change log, because there were so many things worked on this month.

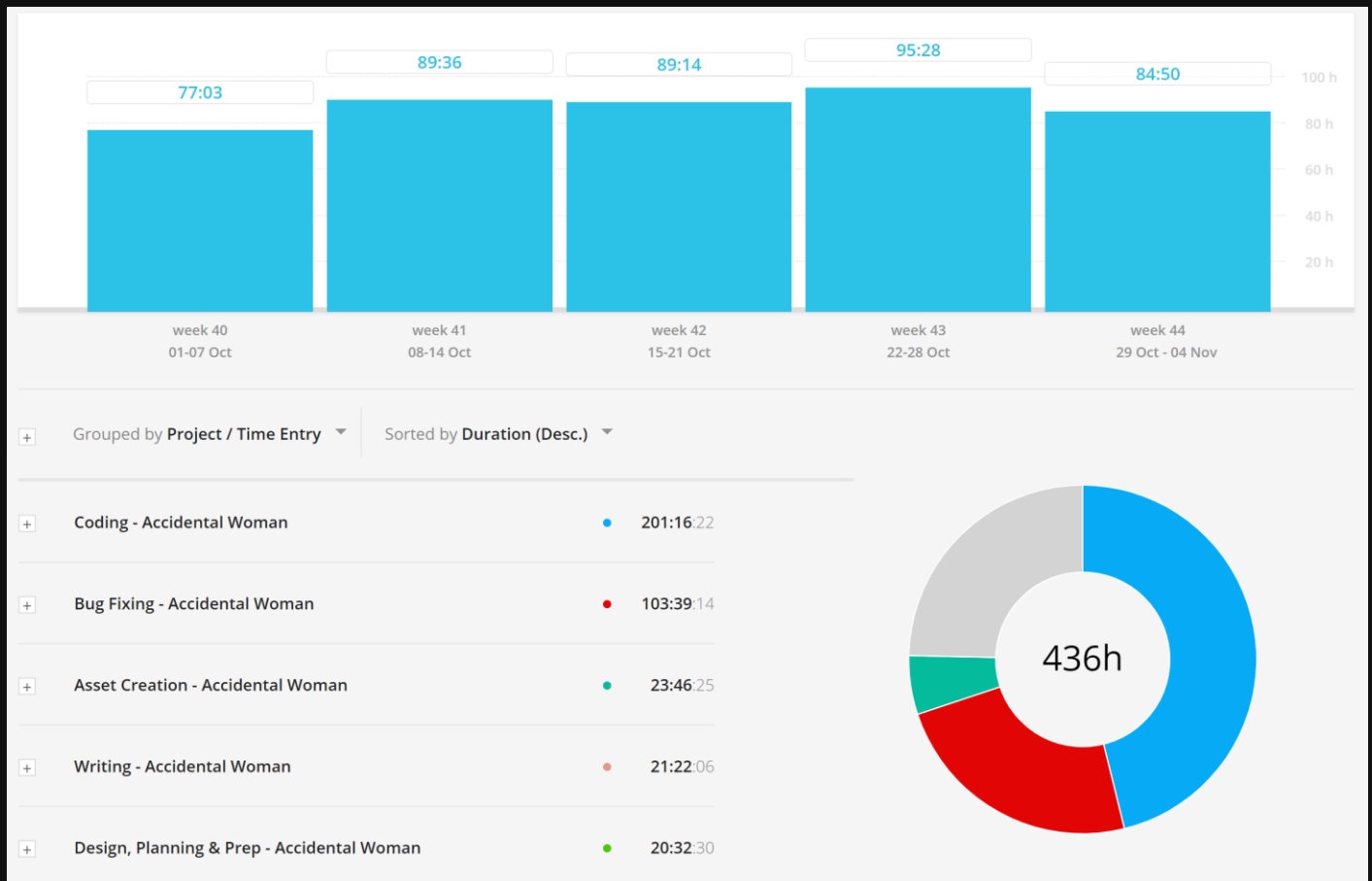
This month we focused on bringing NPCs into the world, as well as fixing up that world. So now you'll see NPCs roaming everywhere around town, though there isn't much you can do with them directly yet. There's also an interaction window that I talked about in the blog, which opens a lot of possibilities for us. Many areas such as jobs, achievements, and world activities have been improved and expanded. There was also a lot of general and specific bug fixing and improvements all over the place.

SPEAKING OF BUGS, WE FOUND A BUNCH, SEVERAL OF WHICH WERE QUITE OLD. IT TAKES A GOOD DEAL OF TIME TO GO THROUGH AND METHODICALLY TEST EVERYTHING, SO IF YOU ENCOUNTER A BUG, OR SOMETHING THAT JUST DOESN'T SEEM TO WORK RIGHT, PLEASE REPORT IT!

NEW CONTENT

Most of the new content in this release isn't neatly contained within a prologue, but rather is part of the world. The biggest chunk by far is the skill schools. All the schools are open, with a good deal of text describing the school and instructor, as well as content and images for specific classes when you take them. There's a lot to see, such as learning all about the sport of Cockmongering in the Deep Drilling school. Jobs have also been expanded, with 2 additional ranks each, more daily occurrences, and even a special event in the Janitor/Services branch. We didn't get the Maid Pouffiasse house cleaning job quite done enough to show off this time, unfortunately (v17!). There's also a neat little arcade game you can play if you visit the Pleasure Buzzer Arcade in the Applewood Mall. There's also more entries in the game encyclopedia!

TIME CARD



You may have noticed that the number of hours spent on AW over the last month has jumped up considerably, and that's thanks to Besty. I've still been trying to keep my hours scaled back to under 50 per week, and while I've gotten better at it, it's still too easy to just keep working without realizing it. With two full-time developers, however, we're getting more done, so that's pretty exciting. :D

As usual, you can download the reports to get more information on what we've been up to.

[Summary Report](#)

[Detail Report](#)

KNOWN ISSUES

- Character templates do not work properly. They work well enough that you can continue to play, but you'll experience errors. (Only from v15, templates from previous versions will not work.)
- Sex scenes are still slow, though I have a better idea of what's going on, as well as some ideas to improve things. A new loading div does help deal with this in the interim, though.
- Some old placeholder actions remain in the home and residential areas, though they should be obvious for the most part. The only concern here is confusing the new performable actions with some old placeholders.
- You may experience an error with your game stats (unlocks, achievements) when loading the game. If it occurs, just open the achievements page, and reset your game stats.

CHANGE LOG - VERSION 0.16.0

Word Count: 980,188 words (+57,424)

Characters: 5,685,090 symbols

Code: 76,330 lines (+6,050)

COMPATIBILITY:

Templates: Again, templates are a no-no.

Saves: Saves from v0.14.1 and later should work with auto backward compatibility.
However, if any bug errors made it into your save, they will still show up in this version.

THINGS:

- ❖ Added the interact system to the game.
 - Operates independently of Twine passage navigation, allowing persistent content without interrupting the flow of the game.
 - Can load passages and content, and otherwise act like a separate instance of twine.
 - State and content of the interact system is saved with game saves.
 - Allows executing functions and custom code on window open and close.
- ❖ Improved the end-of-week summary display, fixed some issues with displayed values.
- ❖ Revised persistent game stats system
 - New display of achievements and unlocks
 - New functions to save achievements and unlocks as acquired, and check for specific unlocks.
- ❖ The Jobbening, part deux
 - New functions to assign a job and handle promotions, job changes, and demotions.
 - Conversion of old twine job data format to JS.
 - The three Institute career paths expanded with 2 new ranks each.
 - New Maid Pouffiasse career path [incomplete] (not available without dev tools).
 - Improved time/schedule calculation, work outcomes & text.
 - New event in the services division (janitor) career path.
- ❖ Expanded School System
 - 3 new schools added to the game (Maid Pouffiasse, The Oldest Profession, Mrs. Fubb's Parlor) for a total of 8.
 - Schools have complete description of the school itself as well as individual courses.
 - School class expanded to allow unique events, event changes, and content.
 - Many courses now have their own unique content for taking the class or share from a larger pool of content unique to the school.
 - Total new content in schools is apx 13,500 words.
- ❖ Orifice stretching added for game characters.
 - Orifices stretch based on size of insertion, wetness, and current status of the orifice.
 - Stretching divided into two categories, temporary and permanent.
 - Temporary stretching naturally recovers with time. Permanent stretching persists.
 - The most likely time for permanent stretching would be upon losing one's virginity and giving birth. Items will exist to "rejuvenate" stretched orifices (or use cheats).
 - Monster Tamer Studio WILL result in some stretching.
- ❖ Several new actions such as exercise and masturbation are available in the home and residential areas
 - Intended to help the player control stats at the expense of time.
- ❖ New encyclopedia entries for male mutations and children.
- ❖ New "Fake" NPC system
 - Generates low-data NPCs to use to help populate Appletree

- NPCs are generated based on player settings
- Fake NPCs can be fed into procedural generator and converted into full NPCs
- ❖ Schedule generator to read NPC schedule data and apportion them to likely places around appletree.
- ❖ Combined Map NPC system that uses full & fake NPCs to place npcs in town, based on the relative popularity of the area and time of day.
- ❖ NPC suicide system is fully functional.
 - System reads NPC data to determine if they are safe to delete.
 - Scoring function will rank NPCs by popularity with the player to delete NPCs that are less popular
 - This is to maintain a fairly constant number of NPCs in the game when fake NPCs are converted into full NPCs.
- ❖ Menu Conversion Progress
 - More of the game menus are now part of the unified game menu.
 - Theme menu added, with improved functionality.
 - New phone backgrounds now available!
 - NPC viewer menus have been added (nearby, acquaintances, friends, lovers).
 - Allows you to browse through matching NPCs, shows basic information about the NPC, and gives the option to open the detail viewer or text an NPC with your phone.
 - NPC Detail viewer is now available.
 - Viewable information is based on what you know about the NPC
 - Automatic functions to unlock this information are not implemented.
 - Viewer isn't complete, only some fields are available.
- ❖ New arcade game available in the Applewood Mall in the Pleasure Buzzer Arcade.
- ❖ Broad testing of existing game code, bug fixes and improvements as a result.
 - Fixes for problems in the sex scene system
 - Loading gif displays between action selections
 - Fixes to the character creation unlocks (unlocked via door lock/burger extruder codes), extra character creation options are once-again available.
 - Fixes to character creation fertility calculation, proper fertility values for PC now calculated.
 - Plenty of small fixes and improvements all over the place!

BONUS CONTENTS - THANKS FOR YOUR SUPPORT!







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the Future Starts Now!***

