

Escape from Rome Demo Change Log

0.1.0 – Initial Release of Demo

- Single-player functionality demonstrated
- Gravitas and Denarii earning/usage demonstrated
- Open track system demonstrated
- HUD and menu system demonstrated
- In-race consumables (“boosts”) demonstrated

0.2.0

- Added new obstacle – earthquake with falling pillars
- Eliminated diagnostic logging of “good” events
- Reduced upgrade costs by 95% to facilitate testing
- Minor additions to map
- Minor bug fixes

0.3.0

- Made veruta more visible during flight
- Updated to newest Unity input system
- Added support and mappings for Xbox controllers
- Added haptic feedback for certain game events
- Game balance adjustments to earthquake obstacle
- Updated UI to highlight active buttons and support Xbox controller menu navigation
- Added option to restart the track at race end
- Added a Nitroats cooldown timer and cooldown display on the HUD

0.4.0

- Minor bug fixes
- Added new collectible – health cache
- Added new obstacle – catapult ambush
- Upgrades panel in main menu now includes info on next level benefits
- Added per map and all-time stats with panels to display
- Tweaked the way gravitas and damage accumulate while airborne
- Finishing the course successfully now includes a gravitas multiplier tied to how quickly the finish was reached

- Removed entire appearance customization system
- End of race summary now shows stats