

Blue: Open Update (Publicly Available)

Red: Closed Update (Available Only To Me)



### 31/12/11 – 0.0.0 – (Project Start)

- 16 level storyline project started.
- 

### 10/11/12 - 0.0.1 – (First Complete Version)

- All 16 levels completed.
  - Started typing up the walk-through. Should be complete by 0.1.0
- 

### 13/11/12 - 0.1.0

- Fixed music glitch when leaving the palace on level 12
  - Fixed glitch on level 6 where you could go through the portal after killing only two of the brutes in the first two rooms on Easy/Normal.
  - Hard and Unreal difficulties now slightly harder.
  - Fixed a glitch in level 3 where the Stinger (and its ammo) that is next to the bridge would appear even on Hard/Unreal difficulties.
- 

### 17/11/12 - 0.1.1

- Fixed a bug on level 14 where you would need to only kill two of the Skaarj in the warlord room to release the warlord.
  - Worked around the doors on hard mode encroaching on the slim corridors.
  - Two challenge maps have been made but they are currently bugged to high heaven.
- 

### 23/11/12 - 0.2.0

- Gasang is now more aesthetically pleasing.
    - May lag on slower computer and/or take a while to load.
  - Added vegetation to Gasang.
  - Level 15 (Master Level and Sky Bridge) is now very hard on Unreal difficulty.
  - Fixed faulty gate movement near the glowing barrel in Gasang.
  - Music file gaerin15.umx has been removed from the game. It is still in the game files but is not used in any levels as of this update. The reason behind this was to avoid possible copyright issues regarding the soundtrack. The soundtrack was a soundtrack used in the Mother series that was remastered for SSBB that I used because it fit the atmosphere well.
    - To avoid in-game issues, music file Newmca16.umx will become gaerin15.umx's replacement. This will be temporary until another soundtrack has been made. It is possible to listen to gaerin15.umx through the Music Menu.
  - Removed some effects on Master Level and Sky Bridge.
  - Fixed glitchy door on the above level.
  - Started work on two deathmatch maps that will come packaged with the mod. Expected to be released by 0.3.0 by the very latest.
- 

### 23/11/12 - 0.2.1

- Walk-through is now complete.
-

#### 24/11/12 - 0.3.0

- DmLavalights is almost complete – should be done by 0.4.0
  - Challenges maps removed due to them being severely bugged.
  - Progress started on second botmatch map.
  - More lava in levels 3 and 7.
  - Level 5 is now significantly easier on Easy difficulty.
- 

#### 24/11/12 - 0.3.1

- DmLavalights is complete. It will be released as part of the 0.4.0 update along with DmSynchro.
  - DmSynchro is roughly half way done, it will be released as part of the 0.4.0 update after it has been finished and tested.
- 

#### 26/11/12 - 0.3.2

- DmSynchro is roughly 75% done.
  - Gasang has been renamed to Gozek and the names of the crew on the Phantom Of Will in level 16 have changed.
    - Little side note, DmSynchro will be pretty big and I plan on making a version that is compatible with the RealCTF mod in a later update.
- 

#### 30/11/12 - 0.4.0

- DmSynchro has been put on hold while I alter a few things in the main storyline.
    - This has also caused the deathmatch update to be pushed back to 0.5.0
  - Levels 11, 12, and 13 have been renamed to Gozek Orbit, Gozek, and Gozek Underground.
  - Entry text of level 11 has been changed.
  - Changed messages that come up in the corner of the screen on levels 4 and 7 when the planet Gozek comes into view. A translator message on level 9 has been changed as well.
  - The health of each warlord in the final part of level 16 has been reduced slightly.
  - Hall Of Prophecies on level 12 is now bare, but I will refill it in a later update.
  - Warlord on level 12 has had it's health boosted to 1900.
- 

#### 01/12/12 - 0.4.1

- Fixed some minor bugs on level 6.
  - Changed some translator messages
- 

#### 02/12/12 - 0.4.2

- Pupaes on level 11 spawned far too quickly. This was the main reason for the quick release of 0.4.2.
  - Added more health packs to level 12.
-

#### 05/12/12 - 0.5.0

- The deathmatch update has been pushed back to a later update.
  - Fixed some translator messages on level 12.
  - Several minor bug fixes.
  - Added a small armoury on level 15, it is located on the top floor of the fourth tower.
  - Falling down in level 15 will hurt even more than it did previously due to the addition of a triggered death. Also the room's height has doubled.
- 

#### 06/12/12 - 0.5.1

- Music file gaerin15.umx has been removed from the game files to avoid copyright issues. (See changelog for 0.2.0 for more details)
  - Increased performance on some of the larger or more detailed levels such as level 12 and 16.
- 

#### 06/12/12 - 0.5.2

- Fixed some dodgy lighting in DmSynchro.
- 

#### 08/12/12 - 0.6.0

- Names of Omega Squad on level 16 have changed
  - There are no warlords at the end of level 16 on Easy now
  - Several lighting fixes on all levels.
  - Progress resumed on DmSynchro.
  - Level 15 has been corrupted. This will hopefully be fixed in 0.7.0.
- 

#### 08/12/12 - 0.7.0

- Level 15 was corrupted in 0.5.1 because of the deletion of gaerin15.umx. This was the main reason behind the speedy release of 0.7.0. Anyway this has been fixed by adding a substitute file. When gaerin15.umx would play, it plays wargate.umx instead. This is temporary.
  - Level 15 is now slightly easier on Easy difficulty.
  - Level 5 is no longer a killer on Hard difficulty. Unreal difficulty on this level has not been affected.
- 

#### 10/12/12 - 0.8.0 (Pilot Release)

- The ceiling in level 1 no longer explodes.
  - The panel in level 2 now plays a sound. This is only noticable in Hard/Unreal difficulties.
  - There is now ammo on level 2.
  - Core no longer rockets off in level 3. This was in the older versions because I liked it but I see now that it made no sense. The floor underneath the core still descends as before. Levels 7 and 15 have been adapted to this change.
  - Slime is now easier to see on level 3.
  - Removed duplicate bridge in level 3.
-

### 11/12/12 - 0.9.0 (Pre-Release)

- Modified walk-through accordingly.
  - Removed some emitters in level 15.
  - The main room in level 15 has been made even deeper and DistanceFog has been added.
    - Please note that the bottom of the floor now reaches the very bottom of the buildable area in UnrealEd so a glitch occurs where the graphics will go weird when you hit the bottom. I do not know of a way to fix this yet but it will hopefully be fixed in a later update.
  - Transporter car on level 15 is now set to MoveByTime instead of GlideByTime. Experienced editors will know what I mean by that.
  - There are enemies on the Sky Bridge on Hard and Unreal difficulties.
  - Portal fix attempted on level 15, and failed.
- 

### 12/12/12 - 1.0.0 (First Public Release)

- Fixed minor bug on levels 3, 7, and 15 where the core would still rocket up occasionally if you jumped onto it.
  - Fixed some trigger messages on level 14.
  - The crushers in level 14 now work as intended.
  - Shuttle trigger radius on level 13 increased from 40 to 128.
  - The letter L is no longer displayed in the top left corner when activating the panel to open the landing pad doors on level 12.
  - Fixed bug on level 15 where the player would be partially below the floor if he fell down the pit.
- 

### 13/12/12 - 1.0.1

- Removed second player start in the core room in level 7 (where you start level 3.)
- Fixed texture pack SkM.utx not loading on level 8.
- Included temporary fix to get around the EAXZone glitch in level 1 that occurs in the 227i patch.