

# August List

## -----Event-----

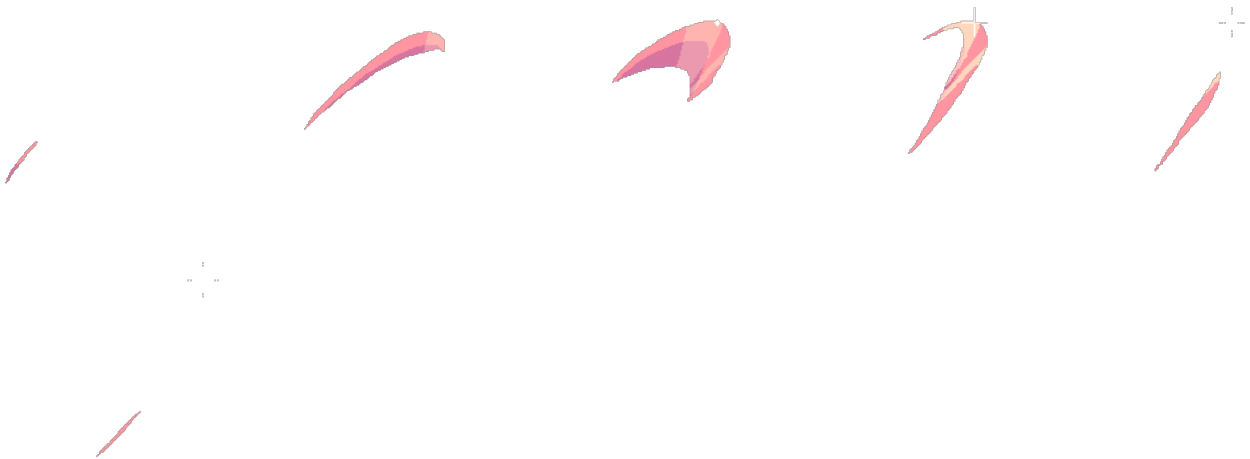
5 New pictures for the event

SFX for Ryon

## -----Animation-----

### Animation

Paparot "Slashy Slash" animation.



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Animation for the Dagger skill "Knife Dance"



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"Gust Point" Wind spell animation



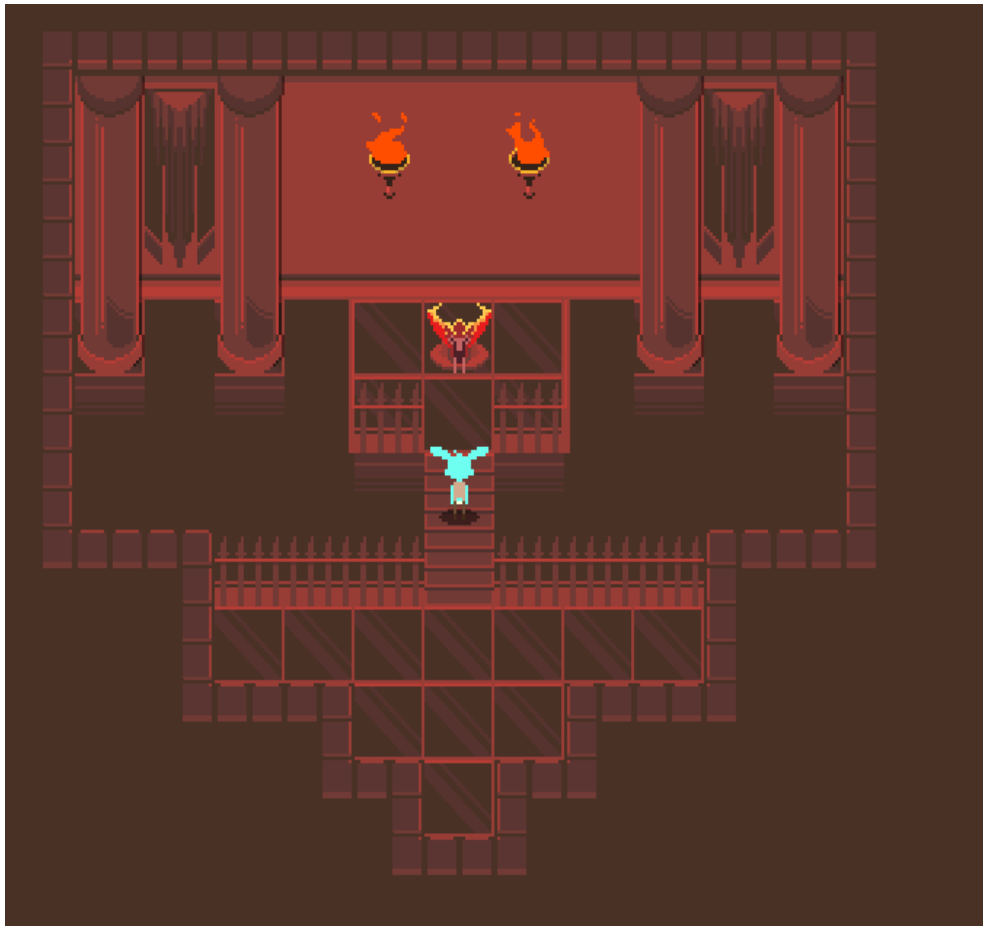
-----World art-----

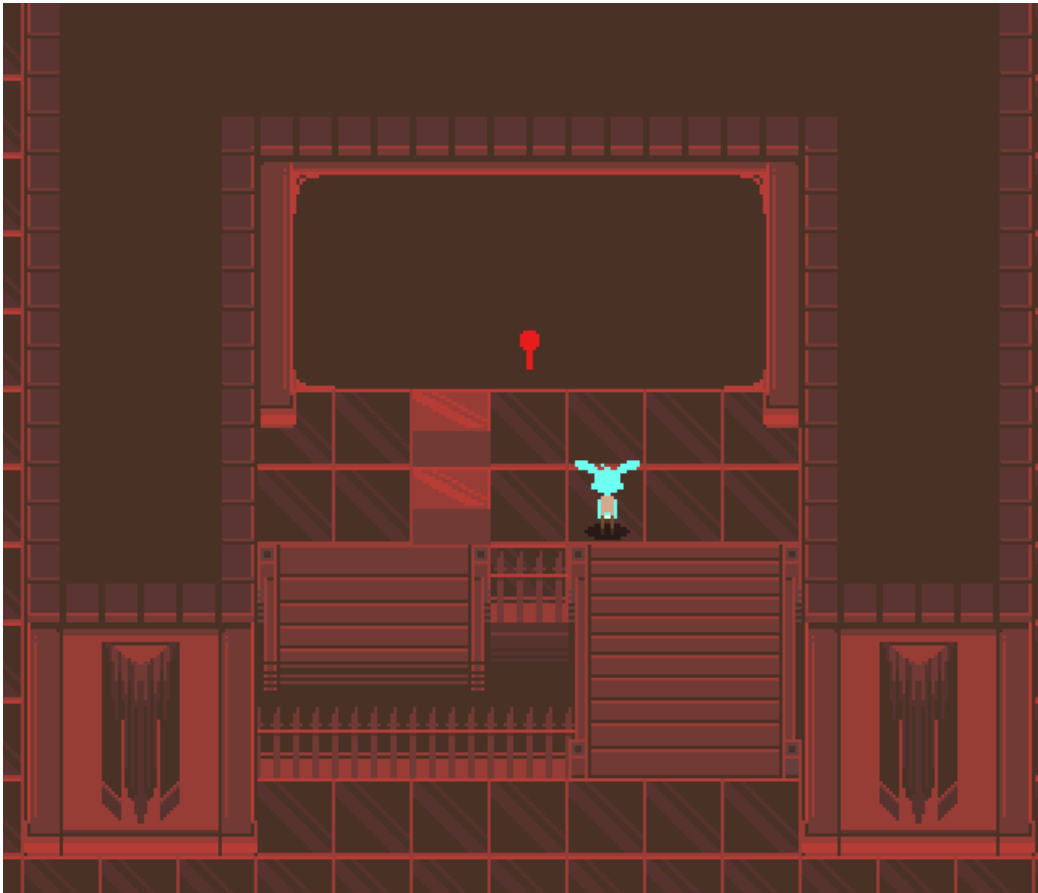
Props/World art

More layout art on the 3<sup>rd</sup> floor of the Fire Dungeon.



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Event poster



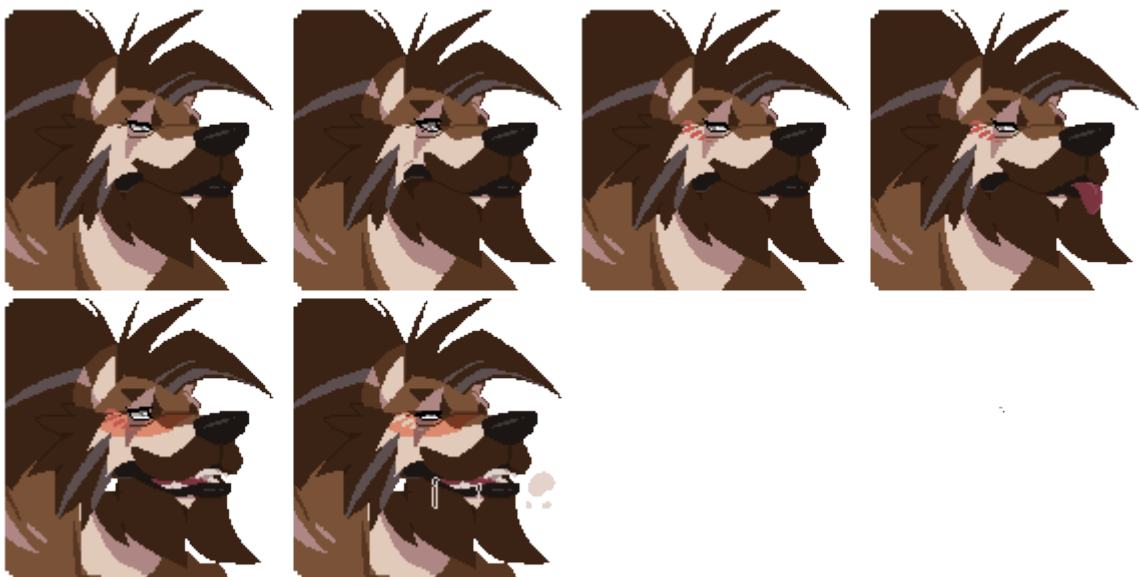
## Faces

Faces for Fire Mages and Rubyro's Guards.



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Ryon Faces



## Sprites

Rubyro's Guard sprite.



## -----Battle art-----

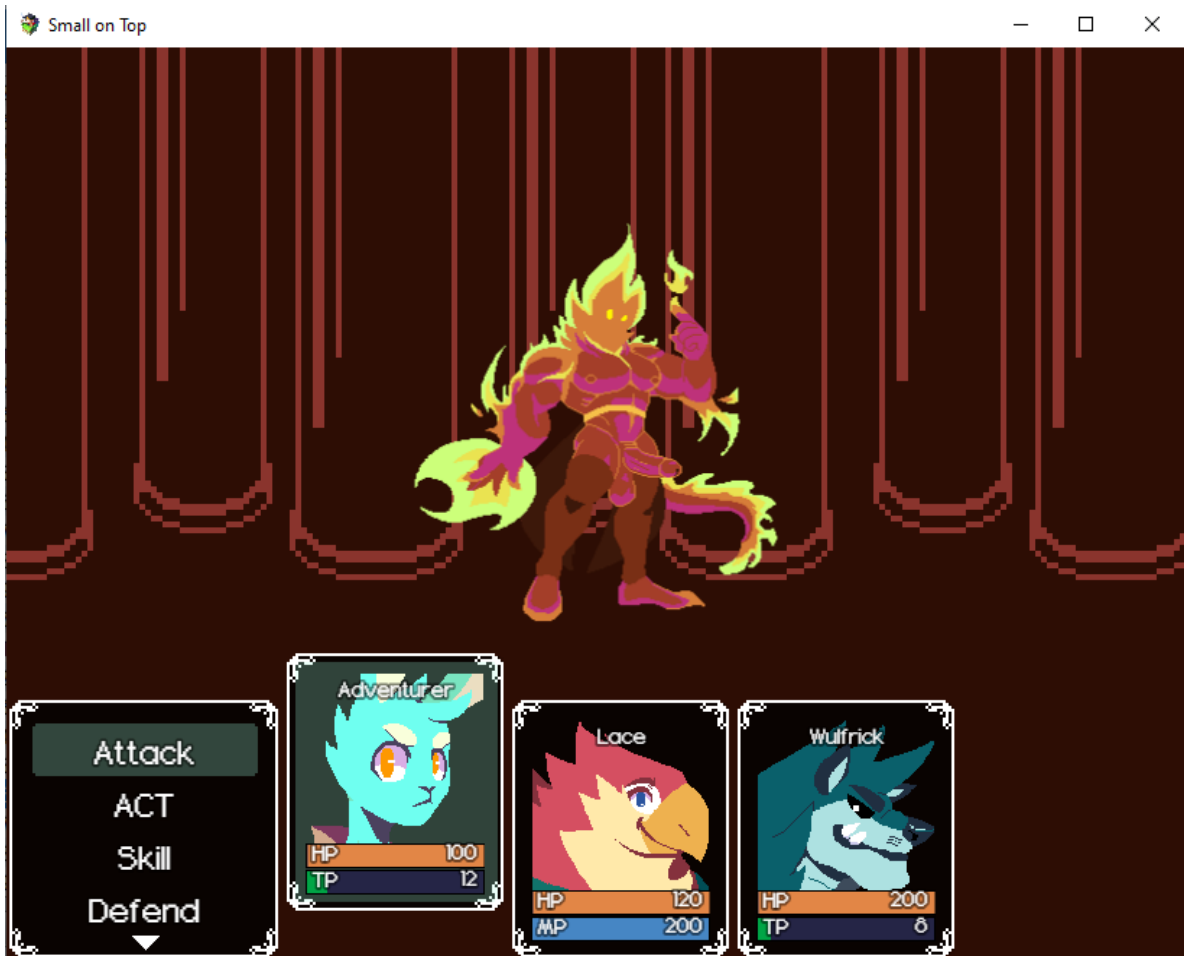
## Battlers

Rubyro's Guard



## Battle backgrounds

Fire Dungeon Floor 3



## -----Icons-----

States

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Items

Cool Guy Cap





Booty Shorts



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Potionia



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Mana Lily



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Oil For An Old Oil Lamp



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Scarr's quest item



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Fancy Fire Key



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## -----Audio-----

### Music

Fire Dungeon, floor 3 bg music.

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Fire Dungeon, floor 3 battle bg music.

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## NPC audio

Voices for Fire Mages and Rubyro's Guards.

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# -----Gameplay-----

## Gameplay

New quest on the Pirate Ship. Fill oil lamps for Shade. This is another quest where the reward will be an event later.

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Another quest on the Pirate Ship. Find guest beds for Scarr and bring them back to him. Another event reward quest.

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The dungeon system for Fire Dungeon Floor 3 is done-ish on the 1<sup>st</sup> area!

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## Battle changes

Paparot has a new skill "Slashy Slash". He slashes at two random targets dealing  $ATK * 1.8 - Target DEF$ .

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Fire Balls now have a skill they spam called "Release Heat"

It deals damage to all enemies and BURNS them.

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New Enemy "Rubyro's Guard". Very WIP, but the sprite is done!

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## Skills

New Wind spell for Lace "Gust Point". It deals 50% of enemy current hp as damage (-enemy M.DEF). I'm keeping an eye on the spells so it won't be too powerful. I can make some bosses more resistant to Wind

magic if the spell is a problem or just decrease the HP %. It's a spell that's pretty good the first time you cast it, but gets half worse every time after that.

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## Layout

The layout of the 3<sup>rd</sup> floor has been changed slightly for the puzzle. The 2<sup>nd</sup> room is now part of the general area. So, there are 2 rooms instead of 3.

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## Story

Introduction scene in Pirate Ship now ready.

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Shade has some story to his quest.

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Scarr has some story stuff to his quest.

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Some story stuff on the 3<sup>rd</sup> floor of Fire Dungeon.

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## Items

### **Cool Guy Cap (Head)**

*+1DEF, +1M.DEF, +1SPE, +20HP*

**Location: Crafted at Ryler**

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### **Booty Short (Legs)**

*+3M.DEF, +5SEXY, +50HP*

**Location: Crafted at Ryler**

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### **Potionia (crafting)**

*Restore 15HP*

**Location:** Slime, Rat, Rats ACT skill, Logodile, Log Bear, Scarr

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### **Mana Lily (crafting)**

*Restore 25MP*

**Location:** Dildo Hand Slime, Beta, Rat Mage, Rats ACT skill, Dolpho, Fire Mage

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Abyss and Love dyes can now be made at Lace's alchemy station whenever instead of after recruiting Slimy.

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You can now buy potions and brews at the bull guy next to the docks in Shiptown!

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You can now craft HP and MP potions at Lace. You need Potionias and Mana Lillies to craft them. There are 2 new chests near Lace's alchemy station where you can find a few Potionias and Mana Lillies.

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Gust Ring (tier 2 Wind magic ring) can now be found at the end of the Beach Cave.

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Quest items for Shade and Scarr's quests.

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## -----Bugfixes-----

Fire Mage can't dodge and his attacks can't miss.

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Dolpho and Scarr now drop the correct Shiny Coin, instead of the old one (they stack now).

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