

The Princess And The Tower - Release 0.5.1 - Freeze 28.07. - VIP+Early Access 01.08+05.08., - Patreon full release 15.08.

ID	Cat	Title	Prio	Status	Effort	20%	Scheduled
CR-0053	Gameplay	Hallway reward / animation after 500+ delivered	Mid	New	High		V0.5.1
CR-0069	GUI	More animated character sprites (Nyx practicing)	Low	New	Mid		V0.5.1
CR-0073	Story	First external location (via portal access)	Mid	New	High		V0.5.1
CR-0077	Story	Bath massage event (solo or with Nyx)	Mid	New	Mid	0%	V0.5.1
CR-0079	GUI	Dynamic side image animations Irith	Mid	New	Mid		V0.5.1
CR-0081	Story	Auto triggered cutscenes (renders) Irith	Mid	New	Mid		V0.5.1
CR-0082	Gameplay	More streamlined stash operation	Low	New	Low		V0.5.1
CR-0086	Story	Achievements with CG / galleries	Mid	New	Mid		V0.5.1
CR-0091	Art	Rerender pet scenes / sprites for consistency of outfit	Mid	New	Mid	0%	V0.5.1
CR-0092	Bug	No auto cleanup of "Done" errands in scheduling / errand tracking system	Low	New	Mid	0%	V0.5.1
CR-0095	Art	Bonus scene duck toy (w/ Nyx + Irith)	Mid	New	Mid		V0.5.1
CR-0138	Gameplay	Correct the misleading SLU point indications when cap has been reached (dance, ...)	Mid	Open	Low	50%	V0.5.1
CR-0144	Story	Illiana: Toy training options (Portal: Keep occupied)	Mid	New	High		V0.5.1
CR-0152	Bug	Game over does not trigger, when portal energy reaches zero	Mid	Open	Low	50%	V0.5.1
CR-0157	Gameplay	Brothel missions for Irith	High	New	High		V0.5.1
CR-0158	Gameplay	Gifting system: Extend to Nyx	Mid	New	Mid		V0.5.1
CR-0159	Minigame	Dress Up mini game for Nyx before sent to explore	Mid	New	High		V0.5.1
CR-0173	Gameplay	Usable location "Attic"	Mid	New	High		V0.5.1
CR-0174	Story	Interaction with Gwynn, Introduction of character, quest core data (extension)	Mid	New	Very High		V0.5.1
CR-0175	Story	Interaction Nyx / Irith (bonus scenes)	Mid	New	Mid		V0.5.1
CR-0177	Gameplay	Portal game: Bonus if you attack a flanked (+1)/surrounded(+2) field	Mid	New	Mid		V0.5.1
CR-0178	Doc	Straighten out Portal defense / questlog entries	Low	New	Mid		V0.5.1
CR-0180	GUI	Compensate for missing character sprite visual inconsistencies in dialogue (cage)	Mid	New	Mid		V0.5.1
CR-0182	Art	Redo stables scene (lighting)	Mid	New	Low		V0.5.1
CR-0183	Art	Update model Nyx / physique	Mid	New	Low		V0.5.1
CR-0184	Story	Irith Belt Removal - Part I	Mid	New	High		V0.5.1
CR-0185	Story	Dancer training Nyx	High	New	High		V0.5.1
CR-0186	Story	Brothel scene Nyx	High	New	High		V0.5.1
CR-0187	SW Design	Rewrite onscreen inventory display (scrollable viewports, 'unlimited' items)	Mid	New	High		V0.5.1
CR-0188	Minigame	Belt research	Mid	New	Mid		V0.5.1
CR-0189	Minigame	"The Archives" dungeon map level for magical research, items, mobs, ...	High	New	Very High		V0.5.1
CR-0190	SW Design	Rewrite dungeon initialization to allow for add in of new levels	High	New	High		V0.5.1