

The Princess And The Tower - Release 0.5 - Freeze 30.06. - Release 15.07.

ID	Cat	Title	Prio	Status	Effort	100%	Scheduled
CR-0049	GUI	Look-Up style lore book with researched facts	Low	Tested	Mid	100%	V0.5
CR-0063	SW Design	Improve extension system for Patreon only content (items, recipes, screens, ...) V0.5+	Mid	Tested	High	100%	V0.5
CR-0068	Minigame	Portal Defense Strategy Minigame	Mid	Implemented	Very High	100%	V0.5
CR-0074	Story	Irith: New SLU training event progression (Portal: Brothel, intro/hook only)	High	Implemented	Mid	100%	V0.5
CR-0076	Gameplay	Dungeon exploration skippable / assignable to assistant Nyx as task	Mid	Tested	Mid	100%	V0.5
CR-0084	Story	Irith: New SUB event	High	Tested	Mid	100%	V0.5
CR-0087	Art	Illiana: Cutscene day 22 (BDSM type)	Mid	Tested	High	100%	V0.5
CR-0089	Story	Irith can receive a NSFW "goblin wakeup"... if SLU, SUB high enough => Combine with CR-0150	Mid	Tested	Mid	100%	V0.5
CR-0094	Minigame	Chastity belt lockpicking mini game or "gratuitous" cutscene	Mid	Implemented	Mid	100%	V0.5
CR-0096	SW Design	Encapsulate schedules and activities in global GAME object / revise error prone SW design	High	Tested	Mid	100%	V0.5
CR-0112	Gameplay	(Color-) mark maxed attribute (for respective release) in stat screen of NPC to indicate end-of-content	Mid	Implemented	Low	100%	V0.5
CR-0127	Gameplay	Irith: Spanking favour	Mid	Tested	High	100%	V0.5
CR-0131	Gameplay	Balancing of item values	Mid	Tested	Low	100%	V0.5
CR-0135	GUI	More interactive / useful inventory (use vs. gift options)	Mid	Tested	Low	100%	V0.5
CR-0137	Story	New character in the Tower (Nyx, Thieves Guild assistant)	Mid	Tested	Very High	100%	V0.5
CR-0140	Gameplay	Aggregate (some) daily searches in one object (e.g. store room chest)	Mid	Tested	Mid	100%	V0.5
CR-0141	Audio	New / revised ambient soundtracks / credits screen	Mid	Tested	Mid	100%	V0.5
CR-0142	Gameplay	Option to delegate morning chores (to Nyx)	Mid	Tested	Mid	100%	V0.5
CR-0143	Gameplay	Alternative time spending options (better than 1h at a time / nap)	Mid	Tested	Mid	100%	V0.5
CR-0145	Gameplay	New character Gwynn the witch (trigger: 15 fields occupied, expo, basic character and quest data)	Mid	Tested	High	100%	V0.5
CR-0146	Gameplay	New location: Attic (core data & data structures, prep for V0.5.1)	Mid	Tested	High	100%	V0.5
CR-0147	SW Design	Reconsolidate Item database with extension data	Mid	Tested	Low	100%	V0.5
CR-0148	GUI	Unclutter Storeroom menu options	Low	Tested	Low	100%	V0.5
CR-0149	Bug	Tally values not correct registered (case: BJ), wrongly capped	Mid	Tested	Low	100%	V0.5
CR-0150	Story	Reward / cutscene Irith in case 100k is reached (sleepover option)	Mid	Tested	Mid	100%	V0.5
CR-0151	Art	Core assets / screens for new locations Tavern, Brothel, Slave School	Mid	Tested	High	100%	V0.5
CR-0153	Gameplay	Eliminate abrupt 180 degree turns of green slimes	Mid	Tested	Low	100%	V0.5
CR-0154	Gameplay	New location: The shop (Portal)	Mid	Tested	Mid	100%	V0.5
CR-0155	Story	Nyx training SUB (bathing trigger), SLU (tavern trigger)	Mid	Tested	Very High	100%	V0.5
CR-0156	Minigame	Protected Zone around the Keep	High	Tested	Mid	100%	V0.5
CR-0160	Bug	Jumpy item order in shop mini interface	Mid	Tested	Mid	100%	V0.5

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CR-0161	Bug	Portal Game // Possible to attack own field due to omitted check	High	Tested	Low	100%	V0.5
CR-0163	Bug	Wait for evening feature in storeroom	Mid	Tested	Low	100%	V0.5
CR-0162	Bug	Crash during night due to board.fortify routine	High	Tested	Low	100%	V0.5
CR-0164	Bug	0 vs 0 option in board game should not be possible in attack	High	Tested	Low	100%	V0.5
CR-0165	GUI	Level indicator for NPC on the stat screen	Mid	Tested	Low	100%	V0.5
CR-0166	Bug	Resolve conflict with portal game ending and cage timing	Mid	Tested	Low	100%	V0.5
CR-0167	Bug	Crashes (status: blush), when spanking scene is rolled back from 6x to 3x	Mid	Implemented	Low	100%	V0.5
CR-0168	Gameplay	Quest log expansion to include more hints on tavern training & exposure	Mid	Tested	Low	100%	V0.5
CR-0171	Bug	Act II intermission screen comes up wrongly / too early	High	Tested	Low	100%	V0.5
CR-0172	Gameplay	Add nyx supply chest items (partially) to her loot (some oil, fruit)	Mid	Tested	Low	100%	V0.5
CR-0176	SW Design	Clean up max value / cap attribute dicts for NPC	Mid	Tested	Low	100%	V0.5
CR-0177	Bug	Inconsistencies with "Skip States" and Act I+II intermission screens when using jump-to feature	High	Tested	Low	100%	V0.5
CR-0179	Dialogue	Correction of various typos and edits to dialogue found in V0.5 early release test	Low	Tested	Mid	100%	V0.5
CR-0181	Gameplay	Add explicit hints on spectral bomb and scrying crystal when entering arcane room	Mid	Tested	Mid	100%	V0.5