



Accidental Woman version 0.15.0 – October 1st, 2018

Welcome the Feminine release everyone, I'm pretty excited about it!

There's been a good deal of craziness this month, mostly involving tropical cyclones and health issues, though also some good things too, like hiring another full-time developer to work on the game with me. This release is also a little crazy in that it has a pretty wide range of different things in it. Probably the most notable from your end will be the expansion of the female start. I've done a lot of writing and other work this month on it, which has been a fun experience.

One area I am concerned about, however, is the tone of the female start. I always intended the two main starts to focus on different elements of the game, so that each would add to the game in a meaningful way rather than just being different versions of the same story. The events of both stories are actually going on at the same time in the game world, so there are two "accidental women", but as the player you are playing only one of those roles. For example; in the male start you already encounter Toby. Lily also has a role in the female start, though I don't want to spoil anything.

I started with a more happy-go-lucky tone with the male start, where Appletree is more of a fun and silly place. The background of the story focuses more on the town than the institute. The female start is decidedly darker though, because there's a lot of less-than-pleasant things going on in Muschi Valley. Both are true, but also a matter of perspective. I want the player to be able to focus more on what they enjoy, whether that is uncovering secrets, or just enjoying an extremely over-sexed town.

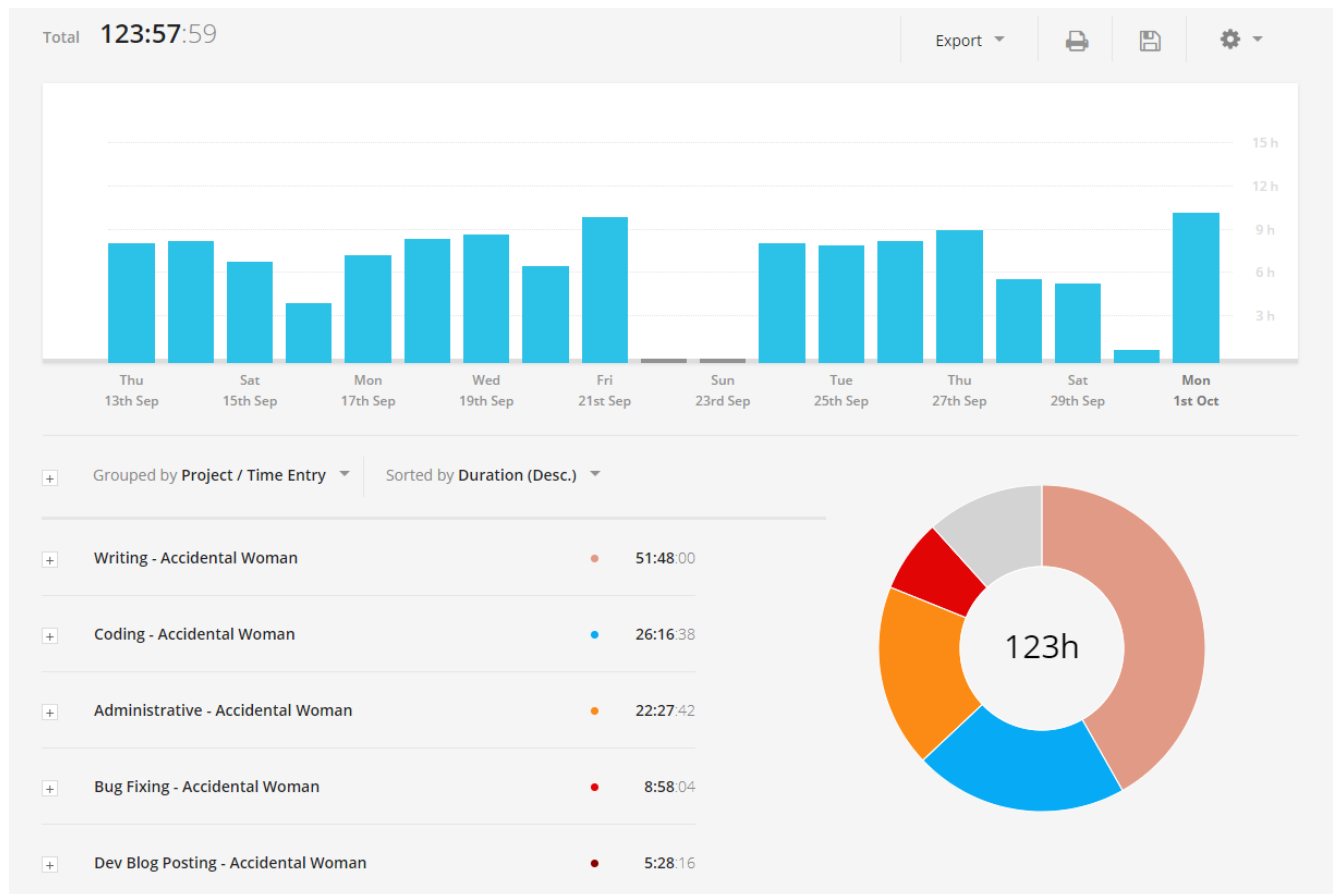
The female start, being the "dark institute-focused start", may not be for everyone. My initial plan was to have a handful of possibilities for the accident that transforms you, based on a sort of C40A setup. That takes a lot more work and writing though, so I ended up going with one and left open the possibility of more later on. Let me know what you guys think about this version, as it is a more "average" dark chain of events that isn't as twisted as the worst I had planned, but is much darker than the most light-hearted outcome.

The female start contains sexual assault, horror elements, and some graphic violence.

The primary content controls won't censor this out yet.

There is far far worse out there on the interwebs, but how much is "too much" is very much up to the player, so I'm being careful to warn you. 🙄

Development Time Report:



As usual, you can download the full reports about development time here: [[summary](#) | [detail](#)]

My time tracking got a bit messed up this month, partly because of the typhoon, and partly because of my tachycardia and resulting need to scale back on my insane working hours. I've been able to keep my agreement with myself to work a healthier amount each day/week, and I'm feeling better and better. With Besty added into the mix starting in October, we'll be in great shape for overall development time and the project as a whole!

Change Log: Version 0.15.0

Mind-&-time-bending masculine anatomy: 2 and ¾ timeCocks

Characters: 6,052,034 Words: 922,764

Lines O' Code: 70,280

Details:

1. Framework

- a. Completed final conversions to JS to TS, and object interfaces.
- b. Added a text animation plugin to SugarCube-AW.
- c. Made changes to the save system for better performance and error handling.
- d. Relocated the saves button from the start page to the new game page.
- e. Repaired the NPC settings page to once again allow customization of game NPCs.
- f. Added game settings backup that saves your new game settings automatically, and then reapplies them when starting a new game later.
 - i. This applies to the whole range of standard settings, such as metric, content, and even timecockery.
- g. Improved build script to compile the game

2. Female Start

- a. Greatly expanded the female start. You can now play from the female start all the way to open play. (exiting the prologue)
- b. **Over 17,000 words of new story content for the female start.**
 - i. The Great Rape Escape
 - ii. Riding the Bus
 - iii. Institute Career Fair
 - iv. Dark Passage
- c. Several new art assets to go along with the female start and make it a good experience :D
- d. Institute Career Placement Quiz – Find out where you belong!

3. Omni System

- a. **Major game system** that adds a lot of functionality to the game. [Read More](#)
- b. Several new Omni Event Items, mostly for demonstration purposes.
 - i. 2 Omnis for the female start.
 - ii. 1 Omni for the male start.
 - iii. 1 Omni in bullseye for the hypnosis event. (warning, excessive use WILL enable certain kinks).
 - iv. 1 Omni for the special Applewood Mall event
- c. System to successfully stringify and revive JS functions for omni system.
- d. Icon display for status effect type omni events. Includes hover text with descriptive information about the status. Can also be viewed in the character menu. (many omni events won't have status icons, as this is only a portion of the functionality.)
- e. Numerous new icons to be used for status/conditions

4. Auto-Backward Compatibility

- a. New system for loading game save data that automatically updates an old save to be compatible with the new version. (Without excessive programming work required for each version, yay!)
- b. System is compatible with saves from version 0.14.1 and newer.
 - i. **Depending on the specific save, there may be issues involving character morality, perversion, corruption, bimbo, and nutrition.** This involves a bug from 14.x that damaged those values but should be fine for most saves. The result is to have those values end up missing in the loaded game in v15. You can see if they are missing from your save by checking the character menu. If morality has no bar, your save is affected.
- c. System uses default values for missing data. This can result in missed flags in certain circumstances, but for the most part works as intended to continue a game. (missed flags are usually limited to already having passed the game area for the flag in the prologue. Open play flag events should work fine.)
- d. **Loading a save from the very-early prologue will cause a false error message for PC Metadata.** (The data hasn't been set yet at that point in the game, so isn't supposed to exist anyway!)

5. New Functionality

- a. New <<has>> macro
 - i. for if-then-else logic based on character kinks and traits.
 - ii. Greatly simplifies writing content based on kinkiness.
- b. Improvements to the Texting Window display
 - i. display now stays a fixed size and autoscrolls with new "texts".
 - ii. Improved visual appearance, and new "typing" gif
- c. New Terminal Window display
 - i. A fully-animated emulation of a terminal window.
 - ii. Primarily for showing Institute computer happenings and incidents with GLADyS.
 - iii. Presently only used in the female start for Project [REDACTED]
 - iv. Macro implementation for ease-of-use in content writing.
- d. Keyboard keypress event utilization
 - i. Includes macros to trigger twee code on keypress.
 - ii. Can be used for multiple purposes, open ended.
 - iii. Currently set up to use key press as a "continue button" in the female start for tense areas. *Can be expanded to more areas of the game, and more uses give some feedback on what you think and any ideas! ^-^*
- e. Added alarm clock to the phone to set wake time when sleeping manually. (Note, this won't prevent you from waking up early, and won't stop you from sleeping in, though it does reduce the odds of that happening.)

6. Menu Upgrades

- a. Revamp of major game menus to use the non-navigating popup frame, which allows safer menu access in more areas.
- b. New unified design/theme/style/thing for the menus so that they have a consistent appearance that is hopefully spiffy.

- c. Inter-menu links now allow you to navigate between major menus easily without needing to close the current menu and then open the destination from the phone UI.
- d. New game settings menu, now includes more combined settings in one place for improved convenience.
 - i. Sub menus can still be accessed directly from their phone UI link
 - ii. Cheats menu is now located here.
 - iii. Debugging info is now here.
 - iv. Link to system settings, and display of current system settings, is here.
- e. Improved Cheat Menu
 - i. Fixed functionality issues.
 - ii. Small expansion of available commands/options
 - iii. Significantly improved appearance and usability
- f. Character display window
 - i. Location set aside for displaying the player's portrait and body, as well as the portrait and body of NPCs
 - ii. NPC "social menu" is showing PC as a placeholder.
 - iii. The body art was scribbled together by me, and is there primarily as a placeholder until an interactive body portrait is available.
- g. Game Encyclopedia now has topics organized into expandable subjects to make finding specific entries easier.

7. Artificial Intelligence

- a. Additional training for the AI, to better utilize the individual node scores and some language tags. Still a work in progress, but you can help! ^-^
- b. AI response speed significantly improved when making a query in game.

8. Bug Slaughter

- a. Many bugs were killed in the making of this release.
- b. If you don't like this, contact P.E.D.O., the notorious organization looking out for bugs.
 - i. Not affiliated with People Eating Tasty Animals (PETA).

Known Issues:

The sex scene system is still a little wonky, though there have been several fixes thus far. It's a complicated system, so there's more little things to crop up. Please report any bugs you find!

Using game templates isn't advised, as that system hasn't received its compatibility update.

I hope you guys enjoy this release!

