

Changelog PrimaGate

DATE	CHANGES
2014	A lots of different unlogged changes.....
3/2/2015	<ol style="list-style-type: none">1. Lot of code cleanup according to data import. This made it possible to switch order between work packages.2. Removed effective work hours3. Changed the algorithm that selects risk.4. Added game credits box in the instructions box to see who made the current gameset.
23/2/2015	<ol style="list-style-type: none">1. Every text is now assigned to one game so that every game can have individual texts.2. Number of work hours per day can be decided for a game.3. It is possible to set fine for exceeding gameduration and projectduration (not implementet in game).4. Not possible not set language since it is not so useful.5. Some gamerelated data is now viewed in the game.6. The player should now set difficulty when the game starts. This affects the possibility of getting fine (not fully implemented).