

Fixed possible falling out of the map

Fixed issue when Judy sometimes could go to third dimension

Fixed incorrect display of ammunicions on the body

Fixed inability to climb onto ledges

Fixed incorrect display of stress effect

Fixed inability to open doors

Fixed being unable to move after taking damage

Fixed inability to reload after taking damage

Fixed incorrect display of stats

Fixed issue when Judy could disappear if part of her body was not in camera line of sight

Fixed issue with a heavy load on the CPU when hitting an enemy

Fixed freezing in the air (playback of falling animation when Judy is on the ground)

Fixed a few more minor bugs (I don't remember which ones)

Optimized part of the system code

Reworked the system of receiving damage (Now Judy takes damage depending on the parameter of armor and parameter of resistance)

Reworked the system of inflicting damage (Now the damage is done depending on the selected weapon, the parameter of accuracy and which part of the enemy you hit)

Reworked the stress effect (Removed the annoying grain, blur and noise effects)

Reworked the display of shadows and lights on Judy's body

Removed nude mod (temporary)

Removed armor destruction (will be redone)

Removed effects on the body when taking a lot of damage (will be redone)

Removed the ability to change the appearance in the main menu

Removed the ability to distribute stats in the main menu

Removed camera rotation in narrow places (will be redone)

Removed leg kick animation (will be redone)

Removed small obstacles (will be redone)

Some incorrect dynamic shadows have been removed for optimization purposes.

Added a small prologue

Added customizer

Added the ability to change the vagina (will be improved)

Added the ability to change the length and color of fingernails (will be improved)

Added the ability to change stats in the customizer

Added a new characteristic "Accuracy"

Added new perk Centurion (slowly restores your HP)

Added a new perk Addiction (Injection also restores your stamina)

Added new 4k textures for Judy (WIP)

Added Judy's movement speed changes depending on the type of weapon you have in hands

Added when Judy takes critical damage she become less responsive

Added a high-poly mesh with a detailed vagina and skeleton with support for the physics of the chest, butt and abdomen with more correct weights in the bending parts of the body

Added new hairstyle (All old hairstyles will be reworked)

Added Judy's face is now more alive, she learned to breathe, blink, raise her eyebrows and change the shape of her lips.

Added voice for Judy (But she is not speaking yet).

Added adaptive mouth animation when making sounds (in test state)

Added chest physics (only in active scenes for now)

Added ass physics (only in active scenes for now)

Added belly physics (only in active scenes for now)

Added the ability to pause the game and change the graphics settings

Added control panel in scenes (will be improved)

Added sweat effect if Judy is exposed to prolonged physical activity (effect quality will be improved)

Added Judy now remembers the reason and how often she died, she will dwell it on you in the future.

Added a new menu section

Added two scenes of sexual content with the boss (a new skeleton is used that supports the physics of the chest, ass, abdomen. The skeleton will be reworked to be able to add physics to her entire body)

