BAKED GOODS RELEASE – VERSION 0.17.0 – 01 DEC 2018

November turned out to be something of a troubled month for development. Nothing specific to the game, just stuff related to that pesky real-world thing. Besty had his vacation, I caught a string of colds with a dose of flu (which somehow ended up causing me to go completely off-course and add pregnancy to the game). There was some work tomfuckery, and probably some other things my brain is actively trying to forget. We still got a lot done, it just wasn't all the things that were planned… and some of the planned things *didn't* get done/finished. ¯_(ツ)_/¯

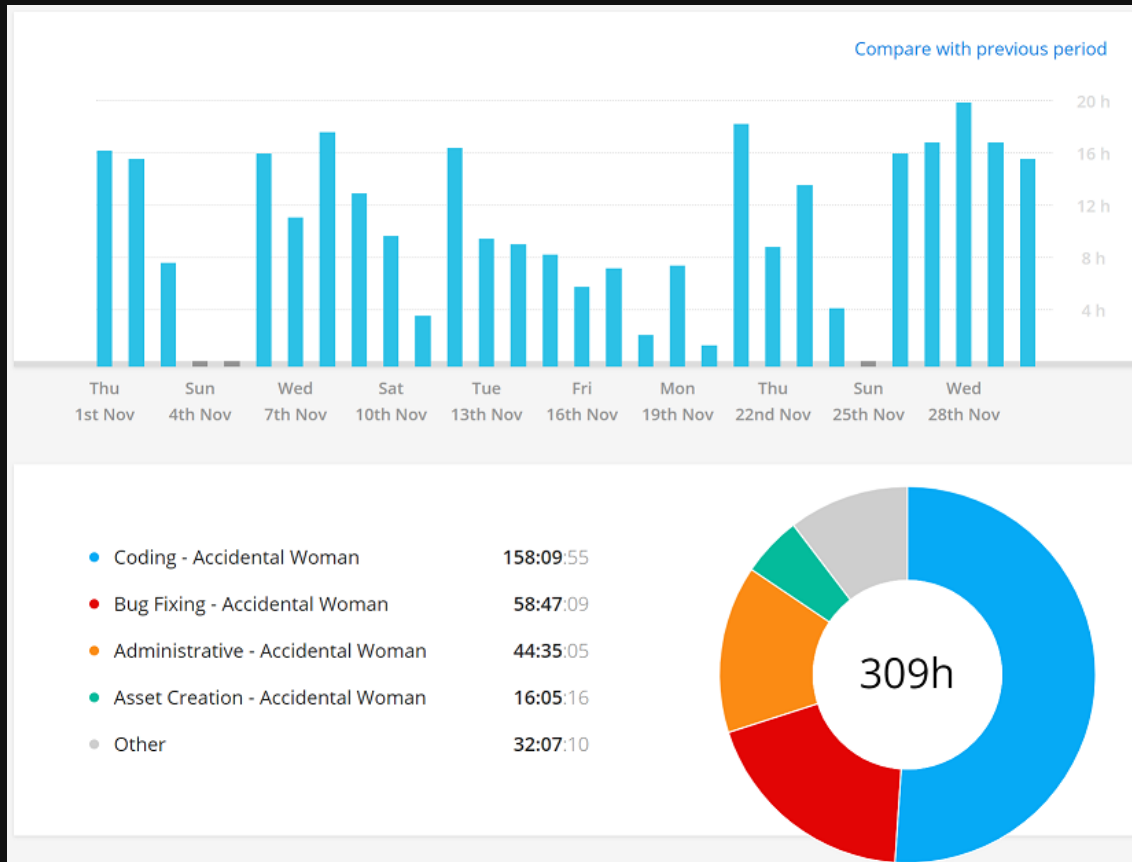While the overall amount of work wasn't that much less than normal, being the wrong work for this exact point in the schedule does mean some schedule shifts. Basically, some of the stuff that was supposed to be done still needs to be done… no surprise there, really. With all the various things that've happened this fall, like the typhoons, as well as the extra TLC I want to give the sex scene system next month, I think our switch to "content mode" is going to be about a month behind. On the bright side, the mountainous pile of code that makes up the AW framework is working much better, and early tests of content integration have gone better than expected! :D

NEW STUFF SUMMARY

The new content this month is a little spread out rather than being in one or two places. There's an entirely new job path as a maid to explore. Pregnancy is now enabled in the game, the full process from insemination to implantation. (Note: while pregnancy will progress, pregnancy content and birth are not implemented.) Lactation has been improved (and tied into pregnancy), breast pumps are available, and breast milk can be sold for credits at the Farm Coop. The "Penetrated" piercing parlor in the mall is now functional, and you can get pierced and buy piercings. The amount of jewelry items for sale was increased by over 60 items. You'll also notice "world thoughts" which is something of an internal monologue based on your status and location. There's a new pharmacy, and you can talk with world NPCs more as well.

TIME CARD

Coding - Accidental Woman	158:09:55
Bug Fixing - Accidental Woman	58:47:09
Administrative - Accidental Woman	44:35:05
Asset Creation - Accidental Woman	16:05:16
Other	32:07:10

309h

We put in a lot of hours this month, even before considering Besty's vacation or my illness and work tomfuckery. Unlike before, however, it's work split between two people at a lot more sustainable pace. I'm no longer killing myself with 11, 12, and 13 hour days, and have been keeping things to 8-9 hours most days, with a few days that are shorter sprinkled in as needed. We've also had a pretty good ratio of coding to other duties, particularly when you consider that bug fixing is largely coding itself.

You'll probably notice the huge amount of time spent on bug fixing for the second month now. We've been working on getting the framework working nice and buttery smooth, like a well-oiled stripper. A lot of this has been more behind-the-scenes stuff, as my design philosophy has been to build error handling into the game, so not all bugs are immediately obvious when playing. We'll probably keep an elevated amount of QA work going over the next couple months until the transition to phase 3, but most of the work in that area *seems* to be behind us.

As usual, you can download the reports to get more information on what we've been up to.

Summary Report   Detail Report

KNOWN ISSUES

Templates from previous versions of the game will cause bugs during play.

The sex scene system is still on the slow side, but a fix and some improvements are in the works.

Autosaves created while sleeping seem to work fine, but there have been some incidents of traveling to the wrong passage incorrectly thereby breaking the game/save. These haven't been reproducible enough to figure out what might be cause it. We recommend keeping a manual save just in case.

CHANGE LOG - VERSION 0.16.0

Word Count: 1,022,116 words   (+41,928)   **Characters:** 5,685,090 symbols   (+243,180)

Code: 105,327 lines   (+8,741)   (new, more accurate count method)

COMPATIBILITY:

Templates: Templates created in version 17.0 will work fine, older templates will not.

Saves: Saves from v0.15.0 or later should work fine in this version.
          However, if any bug errors made it into your save, they will still show up in this version.

THINGS:

❖ Added the scenario system to the game.
  ➢ A simplified display existing outside of normal Twine passage navigation. It allows events, scenarios, and quests to be "interjected" into normal map-based play and can be shown/hidden at will.
  ➢ The design/layout of the scenario view is rather basic for now, focusing mostly on function.
❖ NPC Detail View improved [Besty]
  ➢ More information about NPCs can now be uncovered and viewed.
❖ Dynamic Avatar Drawer was added to the game for testing purposes, it is not accessible outside of dev and elite versions.
❖ Fertility Code got a major expansion and some improvements.
  ➢ Sperm is now properly tracked in the female reproductive tract, and will move and change locations naturally.
    ▪ Additional action options are available at the end of a sex scene as well to remove them or help them along with their mission.
  ➢ Ovulation now occurs, and the released egg/s can be fertilized by available sperm.
  ➢ Zygotes will travel for a period of days (exact amount depending on a couple factors) before having the opportunity to implant in the uterus, and which point pregnancy officially begins.
  ➢ Entire process is impacted by the numerous fertility variables and mutations, as described in the in-game encyclopedia fertility section.
  ➢ Fetuses will grow over time and are affected by the mother's health and wellbeing. !Most pregnancy content, as well as actually giving birth, are not implemented!
  ➢ Birth Control got some upgrades.
    ▪ Diaphragms now work properly as either a form of birth control or conception enhancement device, depending on use. Spermicidal gel/lube is still not enabled, so they have low efficacy as birth control devices for now.
    ▪ Diaphragms and other forms of reusable birth control will age with continued use.
    ▪ A DIY home IUD applicator kit is now available in a pharmacy near you. It will prevent pregnancy 100% of the time. *IUDs are currently not removable*.
  ➢ Pregnancy is now linked to lactation, and lactation will increase as pregnancy progresses.
  ➢ Several areas of initial player fertility calculation have been improved or fixed. The Fertility Goddess Mutation is once-again enabled. Max fertility has been increased, and fertility boosting products (such as fertilitea) are now taken into account.
  ➢ Fertility code is character-neutral, meaning it also works for NPCs. Ovulation and pregnancy are not currently enabled for NPCs though.
  ➢ New Cheat options for the [cheats] and [elite] versions of the game related to fertility. Allows you to see information about sperm and zygotes and gives some fertility commands and ability to adjust fertility.

❖ The Dev Toolkit (available in the [elite] version) has gotten several improvements and enhanced functionality.
  ➢ It now supports executing standard Twee code in addition to JavaScript.
  ➢ New more compact menu button.
  ➢ Now enables direct map navigation to chosen location, and includes a list of names/locations for ease of use.
❖ The Lactation and breast systems have been expanded.
  ➢ Lactation rates now change naturally, and can be increased by stimulation or decreased by disuse.
  ➢ Several breast pumps are now available in pharmacies to pump breast milk.
  ➢ Breast milk is now collected in cryo-canisters, and can be sold at the Farm Coop.
    ▪ A very basic Farm Coop Location has been added to the game, it will receive expansion later in development.
  ➢ Calculations involving breast milk, as well as handling of breast size, have been improved.
    ▪ Milking time now properly affected by nipple diameter/girth.
    ▪ Milking time also affected by the strength of breast pump used.
  ➢ New milking mini-events for each breast pump.
  ➢ Milk production is now more forgiving for overflows and pain from overfull breasts, and orgasms are slightly easier to achieve for players without sensitive nipples. Arousal gain is more constrained.
❖ The Penetrated piercing parlor in the mall is now open and operational. [Besty]
  ➢ All body locations can now be pierced to allow wearing piercing jewelry.
    ▪ Prices are set at a temporary Besty level of 50 credits, this will be changed in a future release, with simple piercings having lower prices.
  ➢ Penetrated now sells piercing jewelry for players to wear. [ThaumX]
  ➢ Over 60 new pieces of jewelry (piercings) have been added to the game. [ThaumX]
❖ The Oedipus Rx Pharmacy has been added to the medical district in Appletree.
❖ The FITTA home goods store in the Applewood mall now has a small selection of new items [Besty]
  ➢ One such kinky item has some neat text associated with it…
❖ Several new permanent NPCs have been added to the game [Besty]
  ➢ Primarily these NPCs are the instructors for the schools located downtown and in the adult district.
❖ Conversational Tags System has been created.
  ➢ System generates and maintains an array of tags that indicate different situations or circumstances.
    ▪ Tags are primarily related to the player's status and condition. Things like being naked, sick, in withdrawal, wet, covered in splooge, etc. etc. all result in a weighted conversation tag at one of 4 priority levels.
    ▪ Priority levels sort tags into how obvious or important they are for the NPC to 'notice', so that they can be integrated into a conversation appropriately. (A stranger probably wouldn't notice that you look sad, for example.)
    ▪ Tags are regularly updated, rather than generated at the start of a conversation to improve overall performance, and also allow tag use outside of conversations.
    ▪ Basic location tags are now generated, these are created as-needed based on the player's location.
    ▪ NPC status/mood tags are not yet implemented.
❖ New "World-Thoughts" system has been implemented with basic set of thoughts.
  ➢ Thoughts are based on conversational tags, and the player will occasionally "think" something based on their status and/or location.
  ➢ Most thought options include a small set of variations that are randomized, additionally many thoughts are customized to the player.
❖ Several new NPC data functions to make handling NPC interactions easier. [Besty]
  ➢ Date/Hangout proposals/timing/scheduling functions to set up these events with NPCs.
  ➢ Some tracking and info-leveling functions for NPCs.
❖ New Dialog options menu to standardize the appearance of dialog choices in the game.

- ➢ Menu is based on a Macro that simplifies coding/writing the dialog choice selections.
- ➢ Menu includes supplemental text for each option, as well as emojis as relevant when the player has the emoji setting enabled.
- ➢ Most dialog choices in-game have now been transitioned to the new look. [Besty]
- ❖ Conversational Framework is partially in place.
  - ➢ System determines NPC's relationship to player, and forwards to appropriate conversational cluster.
  - ➢ Tracking data is now recorded in NPC variables.
  - ➢ Tag conversational library format complete.
  - ➢ "Fake" partial NPCs are now converted automatically to full NPCs at start of interaction.
- ❖ Hidden erotic fiction document added to the game to be discovered and read.
  - ➢ Part one of a series of stories that end up somewhere interesting with events in Appletree.
  - ➢ Over 8,000 words written by yours truly.
- ❖ New Maid Job [Besty]
  - ➢ Complete with several advancements/promotions, events, and job tasks.
  - ➢ Also has a spiffy maid uniform with its own icon and paper doll image.
- ❖ Numerous fixes and minor improvements throughout the game. [everyone]
  - ➢ New guide information
  - ➢ Improved event text for certain events
  - ➢ Lots of typos and minor appearance bugs were murdered.
  - ➢ Improvements to semen handling in sex scenes.
  - ➢ New verbose mode option.
  - ➢ Several new macros and minor functions for various game tasks.
  - ➢ Etc. etc. etc. (I seriously can't hope to remember them all)

I HOPE YOU ENJOY THE BAKED GOODS RELEASE!

THANKS TO EVERYONE FOR YOUR SUPPORT!

WE PROMISE TO GET BETTER CONTROL OVER THAT DEMON ASA IN DECEMBER. DO YOUR BEST TO AVOID STARING DIRECTLY AT HIM UNTIL THEN, PLEASE.

Bonus Stuff for actually opening the change log!