Arctic Research Changelog - v0.1.1

Notes
Arctic Research's first update contains a few QoL changes as well as a brand new camera transition that plays when switching from the 2nd intro to the main game.

Not much else to say here, but thanks for checking out the development of Arctic Research.

Added

- Animated camera transition between intro and main game

Bug Fixes

- Floor of environment could be seen from 2nd Intro Sequence
- NPC could occasionally be seen walking through mountain range
- Visual bounds weren't visible in build

Known Bugs

- Purchasing a building outside of zone still removes the gold