

Arctic Research Changelog - v0.1 (Launch)

Notes

Arctic Research is a resource management sim set in the harsh landscapes of the Arctic peninsula, researchers have been sent to study a newly unearthed disease that could have massive ramifications should it emerge from the ice. Can you survive long enough to find a cure and prevent a mass extinction event?

The launch of Arctic Research contains the cinematic intro sequences, core gameplay loop, and 3 types of purchasable buildings. More will come in future updates but I hope you enjoy what;s here so far!

Added

- 2 Cinematic Intro Sequences
- Core Gameplay Loop
- 3 Purchasable Buildings
- All PlayerUI
- Resource & Building Management
- Everything Else

Known Bugs

- Purchasing a building outside of zone still removes the gold
- Floor of environment can be seen from 2nd intro sequence
- NPC can occasionally walk through far left corner of area