

# BRUSNIK'S *Long Way Home*

## Version 1.1.0

- Improved the hitbox detection for vertical hoverboards.
- Updated the Brusnik models position whilst on the vertical hoverboards.
- Fixed an issue where the Info Cube at the final area was not displaying the correct information.
- Fixed an issue where enemy death sounds could be louder than the maximum allowed audio set by the player.
- Fixed an issue where the Golden Cube would not display correctly.
- Updated movement instructions for Down Ladder / Crouch to display Down Ladder / Gun Crouch to better explain that crouching can only be done with a weapon.
- Improved enemy death logic to no longer be forced to the ground and cause a weird stuttering.
- Improved the animation position for the chainsaw death.
- Updated default key bindings in the options menu to use arrow characters rather than UA, DA, LA, RA.
- Updated the Credits picture to include Brian who has been a massive help on the Amazon AWS side of things.
- Fixed an issue where sounds could be heard on the first 1-2 frames of the level.
- Improved the logic for Rock Buttons to not be as “spammy” when using them.
- Fixed an issue where the Main Menu volume was not updated for 1-2 frames when returning back to it after making changes in the Options Menu.
- Reduced the wait time required to press the SKIP button for the cutscene video.