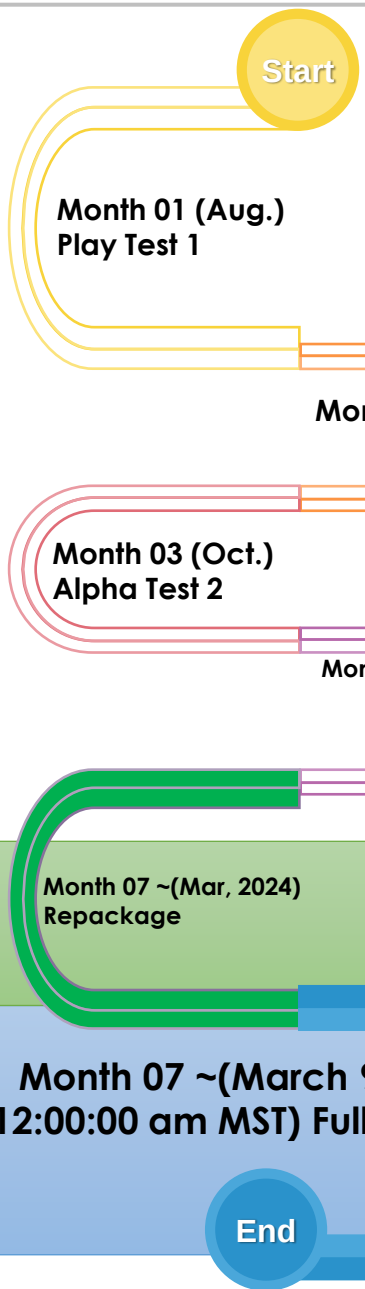
8-Month Roadmap for AVIUM



4 Play Testers

- ~~Added FOV, Sensitivity, and Inverted Y axis to the Settings Menus.~~
- ~~Added option to remove post process effects and adjust camera distance to the Settings Menus.~~
- ~~Memory leakage in in-engine rendered cutscene fixed.~~
- ~~Streamlined combat and made Melee attacks quicker and less rigid.~~
- ~~Corrected Database typos.~~
- ~~Reconfigured elements of the HUDs to be more intuitive and legible.~~
- ~~Updated Database, additional lore.~~
- ~~Added Sarah Gameplay.~~

3 Alpha Testers

- ~~Overhauled the Main Menu to be more concise and intuitive with the addition of an Arcade Mode for accessing side maps and side stories.~~
- ~~Added a Slide Arcade, Zombie Arcade. Boss Battles, Lower Avium gameplay, and Sarah gameplay have been moved from story mode into Arcade Mode.~~
- ~~Overhauled keyboard input in name selection section of main menu.~~
- ~~Reconfigured keyboard mapping to be more intuitive.~~
- ~~Added new voice lines to Synthia's gameplay to help better guide player to destinations in Mars Tutorial Map.~~
- ~~Removed save location function to free up the Escape key for accessing the pause menu.~~
- ~~Added small titles to HUDs to more clearly reflect what the inputs do.~~
- ~~Updated Database, additional lore.~~

2 Alpha Testers

- ~~Added optional racing to the game.~~
- ~~Adjusted level layout and quest marker locations to make it less likely to get lost.~~
- ~~Added Ultra Wide Screen format to resolution settings.~~
- ~~Added Atlas map and flying enemies to the game.~~
- ~~Added more specific instructions for tutorial levels and tutorial messages in general.~~
- ~~Implemented Auto Aim for common enemies.~~
- ~~Reconfigured Quick Select input mapping to be easier to access on gamepad controller.~~
- ~~Overhauled keyboard input in name selection section of main menu.~~
- ~~Added Keyboard, Gamepad controller switcher function that automatically detected when player is using a controller or mouse and keyboard.~~
- ~~Updated Database, additional lore.~~

Available to the Public!

- ~~**v1.0.1 – v1.7** updates are available~~ for viewing on Steam Store.

Repackaging

- Implementation of the Early Access feedback most aligned with Avium’s structure and story!
- Final Bug Fixes
- Final feedback!

- Full Release!