

02.03.2024 - Fixes

Fixes

- Fixed significant issues with the rocket launcher from level 7 onwards. Due to a bug in the game, it was only dealing 40% of the intended damage.
- Damage calculation for critical status effects (especially bleeding) contained a calculation error that could lead to a sudden increase in damage.
- In a Game Over scenario, it was possible for the zombies' life bars to overlay the interface.

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