

23.02.2024 - Additional effects / Fixes

CTD

In the latest update, a few effects were tested, and after being well-received, more were added.

- Bleeding zombies now have blood splatters around them for the duration of the effect.
- Slowed zombies have a small lightning effect around them.
- A poisoning effect has also been implemented for future use.

Death animations have also been expanded.

- Died from bleeding.
- Died from lightning tower.

Fixes

- The unicorn had an incorrect texture after the last update and was almost entirely transparent.
- The worm (phase 2 of the second boss) had an issue with the new effects - this should hopefully be resolved now.

Revision #2

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