

AirPuck Version History

Version 1.3:

- Added Black and White capabilities; Air Puck will now run on B&W computers
- Added tweak to high scores highlighting the name of the most recent score
- Added cute little gophers
- Moved Music file into "AirPuck Data" folder
- Added file describing how to make your own music files
- Optimized code for higher speeds; on a 68040 AirPuck now runs 60 fps, as it does on all

Power Macs (PowerBooks not included)

- Added "Open Music File" to the file menu, to load one's custom music into the game

(see chapter three)

- Added feature so that if the mouse is down, the puck travels through it
- Added feature so the puck won't begin to move just because of the wind, when it is first replaced after a goal
- Added feature so that the puck is placed on the side of the victim of the last goal after a score

Version 1.2:

- Added music
- Added preferences file; AirPuck saved your preferences, including sound settings, colors,

etc from then on

- Added wind
- Fixed a bug that'd been plaguing the program since the start; the "ghosts" of the players had been banished for good.
- Added High Scores

Version 1.1.5

- Fixed minute bug that caused puck to change shapes

- Fixed error in the menus which showed "Toggle Music" when there was no music to play
- Fixed major problem in speed; AirPuck then ran much, much faster

Version 1.1

- Added menu bar, pause & resume, and ability to start new game without quitting
- Added difficulty settings
- Added ability to change colors of objects
- Added sounds
- Changed size of play area; now it covers a much larger area of the screen

Version 1.0.8

- Added score keeping
- Fixed a slew of bugs