



BATHTIME RELEASE - VERSION 0.19.0

Hello everyone,

This has been one hell of a month, with plenty going on... but I believe version 19 is a solid release. This month I had to contend with that record-breaking government shutdown, which made my life extra hectic as a government employee (basically: more work, no pay). I also managed to rupture a finger tendon sheath in my wasd hand, which hasn't been the most pleasant thing. The extra work that went into the successive releases in the 18 series, culminating in 18.6 also delayed my start on the work for version 19, and that was part of the reason I decided to focus more on old code rather than writing new.

Besty survived the long Russian New Year holiday, which involves insanity-level drinking. The Russian medical ministry estimates that Russians have only just now managed to reach sobriety in February, after drinking nearly 500 million liters of vodka—and another 15 billion liters of other alcohol—during the 10-day holiday. That's nearly 14 liters of alcohol per Russian, and enough bottles to wrap around the world 17 times (standing up, not laying on their side). Apparently the only thing you're able to buy during this nationwide party is possibly more alcohol.

New Stuff Summary

This release has focused heavily on bug fixing, integration, the build process, SugarCubeAW, testing, and more bug fixing. I also added more mod support, 2 official mods, and lots more documentation. I also set up and tested a new structure to improve stability and reduce the impact of bugs, which basically involves in-class data validation. The build process had a lot of changes, we now compile our JS into a single merged ES5-compatible JavaScript file, and minify the data to reduce size and improve efficiency at runtime. The game should now be more consistently reliable across browsers, though I would still recommend avoiding anything that isn't Chromium-based or Firefox.

The in-class data validation has been a success, so I'm hoping to roll that out to the other primary classes soon. We also did a lot of playtesting, and even had a volunteer (Omi: Secretary of Large Tits) start working on proof-reading/editing existing game text. We fixed every bug that was reported, and plenty more that weren't.

Of course, this release isn't devoid of content! The highly-anticipated addition of shoes has happened, as well as nightwear (lingerie, pajamas, etc.). There's a new shoe store, and both shoes and nightwear can be found in several other locations. There's also an improved wardrobe menu, that allows you to equip shoes and overwear, and save them as part of your clothing outfits.

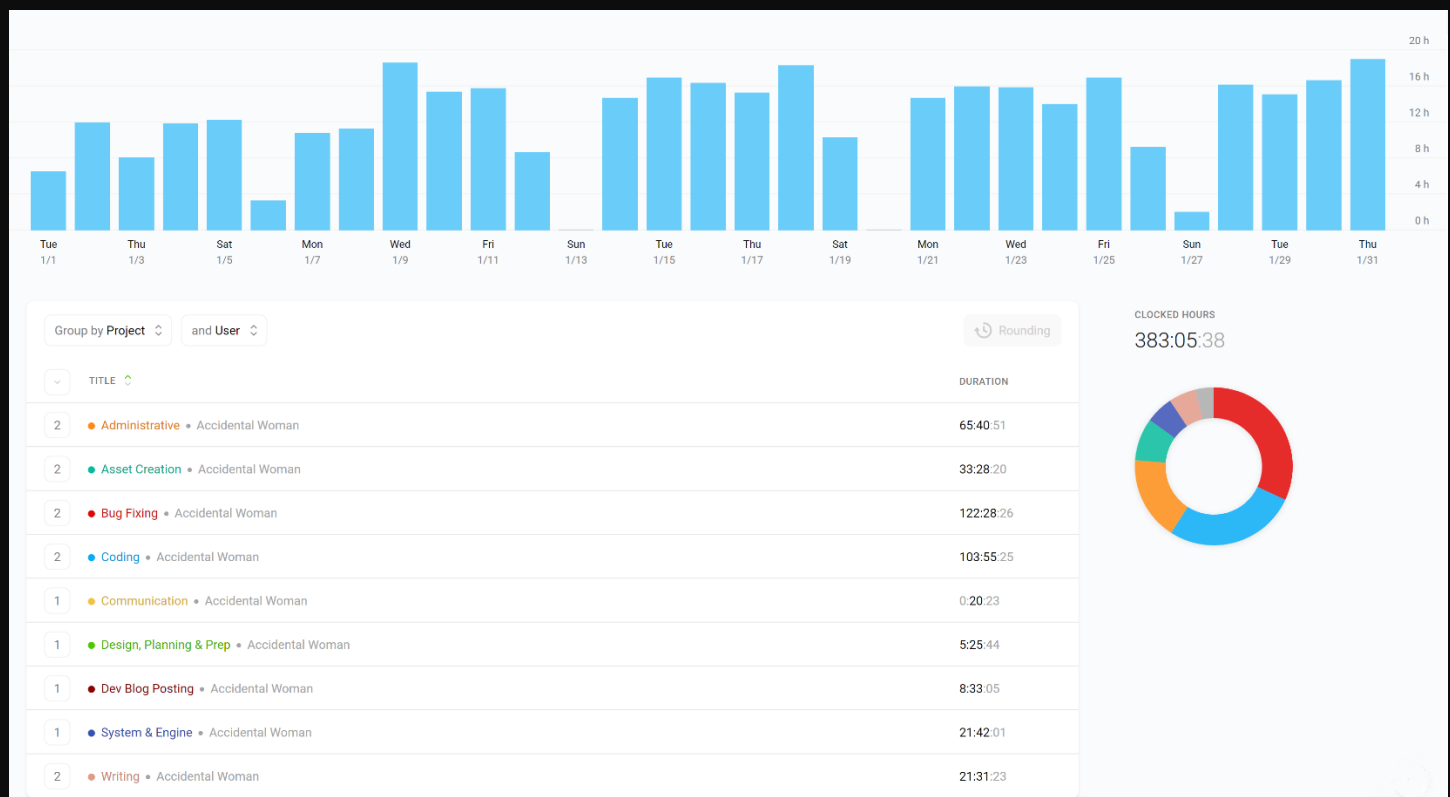
There is also a new school and new job option to explore. Both have content comparable to the existing jobs and schools, but come in the form of mods. In addition to the ability to create your own schools and jobs, there is extensive documentation covering how to do so. Just about anyone should be able to make their own mod with zero programming (though options to include JS are there for those that do wish to venture into advanced territory). Along with the mod interfaces, we have a new menu setup for acquiring a new job. It provides more information about the job up-front, and standardizes the process across the game. You can visit the R.A.P.E.S. office at the town hall building downtown if you want to change jobs. (Only Institute Jobs are available in the prologue, this is the planned behavior.)

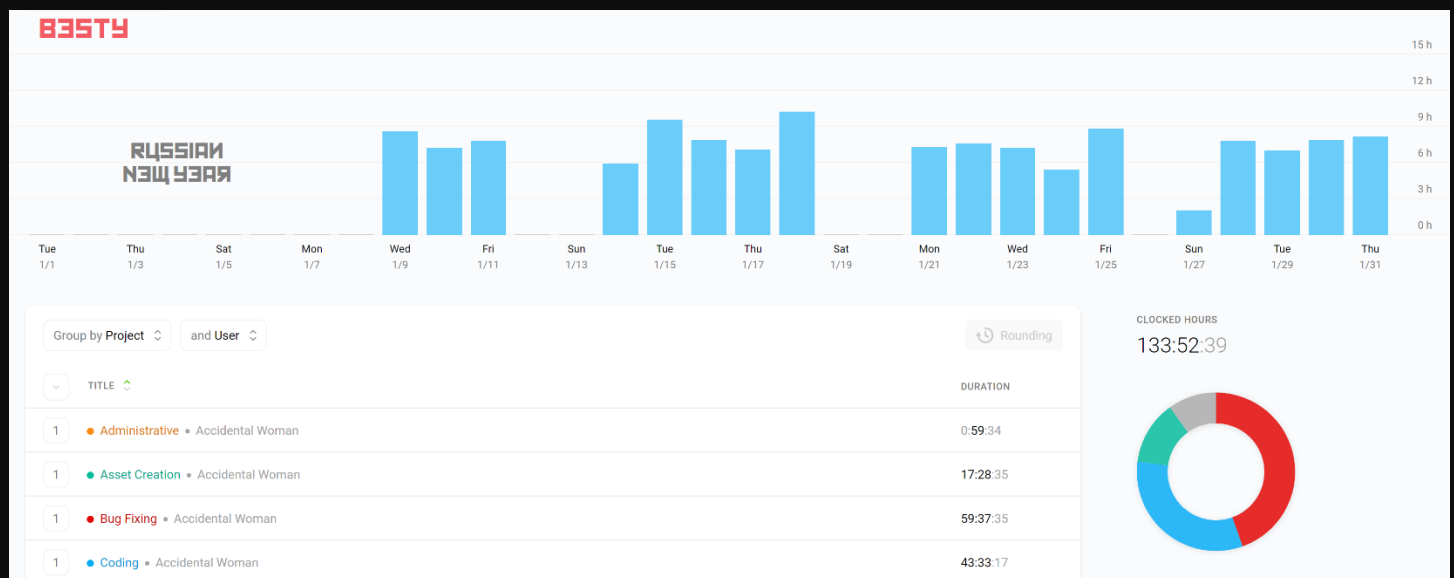
There's also a new school location, the Red Light Education Center, available in NW downtown. That's where you'll find any mod schools you wish to attend. There's some new TV to watch, and there's a few other odds and ends as well.

I really hope you enjoy version 0.19!

Work Log – Toggl Report

Toggl has improved their reports interface, so I'm able to share this improved view with all of you. As usual, you can download the full [summary](#) and [detailed](#) reports.





As you can see, we put in a lot of hours this month, in fact a pretty crazy amount. Our combined total for December was 341, but this month we put in 383... even with Besty's days off.

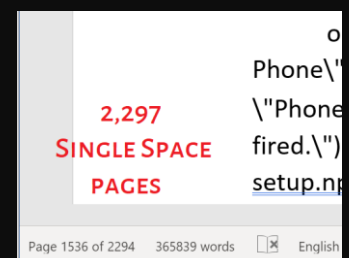
Known Issues

- The appointments system has some systemic issues but will be refactored next month. These issues won't interrupt gameplay, but you may see "repeat" appointments listed in the calendar or upcoming list if you play long enough.
- Not really an issue, but old saves and templates are not compatible with version 19.

Fun Fact:

The formatted JavaScript code from the game, fills 2,294 pages of 8.5x11 inch paper when single-spaced. This is with all blank lines removed. That is a crap-ton of paper!

Unfun Fact: Perpetual Whale Cum tried to share unspeakable heresy while I was writing this. I didn't even see it and I need eye bleach. *Why?!*


























CHANGE LOG - VERSION 0.19.0

Words:	1,626,337 words	Characters:	9,432,756
Code:	147,592 lines of TypeScript	Total Code:	162,015 lines

Fuck I hate writing changes section.

Changes:

-  Game timekeeping system converted to Unix-like time system.
-  Template system re-written and now functions with backward compatibility to be compatible across game versions.
-  Backward Compatibility system functionality expanded to include consumable code objects.
-  SugarCube Scope linking functionality added.
-  Improved data encoding process to be more efficient and reliable.
-  Added support for SC parser image arrays, allowing codeless image randomization
-  All the fixes. Too many fixes to list here. Like 937 of them.
-  API html file expanded with information about game variables.
 - Detailed ranges and descriptions available for all body variables
-  School modding interface implemented – it is now possible to create new school mods for AW.
 - Mod schools can be attended in NW downtown, at the Red Light Education Center.
 - 6-page detailed documentation on creating your own school mod written.
-  Oppaido mod created.
 - Adds the Oppaido Dojo to the game.
 - Trains the martial arts skill and provides exercise.
 - The only place you can learn Shokushu Kendo and Oppaido.
 - New Guide entries on these venerable martial arts.
 - Earn a green belt and watch your sensei fend off tentacles!
-  New method of applying/being hired for a job, the RAPES office interface.
 - You can visit the RAPES office at Town Hall downtown to change jobs during your game.
 - New guide entry on the job distribution act.
-  Job modding interface implemented – it is now possible to create your own job mod for AW.
 - Jobs can be applied to normally from the RAPES office.
 - 7-page detailed documentation on creating your own job in Appletree written.
-  Bullseye Job mod created.
 - Adds a part time cashier job to the game working for Bullseye.
 - Has daily occurrences and a repeating event to curry favor with the boss.
 - Is a dead-end job, because where would you expect a job at Bullseye to go?
 - Todd Semenhöl is kind-of a douche boss.
-  Age Check functionality expanded to include age-restricted items like birth control.
 - IUDs are always available via the Womb Doom.
-  Conversation Tag Flow System implemented.
-  Portrait of GLADyS made because why not.
-  Minor style improvements/changes to start page and new game menu page.
-  Added on-access data validation to status class.
-  Significant changes to build process and script to improve compatibility and reliability.
-  Several new TV shows available from the watch TV action.
-  Shoes happen!
 - Shoes generator: 16 main styles, 13 substyles, 9 colors, more than 1800 possible combinations overall.
 - Shoes\Overwear auto de-wear in certain locations (Players's home for now)
-  Paper Doll images
-  Shoes and overwear slots were added to the wardrobe

- Outfit system was expanded to fit new clothes slot
 - Equip\ unequip
- New shop "Shoegasm" and new related department in Bullseye, ThoTopic, Ballsack
- Sleepwear happen!
 - Generator: 7 main styles, 41 substyles, 10 colors, more than 2700 possible combinations overall.
 - Paper Doll images
 - Equip\ unequip
 - New related department in Bullseye
- Overwear:
 - Paper Doll images
 - Shoes\Overwear auto de-wear in certain locations (Players's home for now)
 - Outfit system was expanded to fit new clothes slot
- Plenty of other things I won't remember until after I post this.

