

RELEASE NOTES



Version: 2.0.1

Build Number: 2.0.1.1

Release Date: 25-05-2016

Updates and bug-fixes:

- **Town Work:**
 - Any money saved is now sent home in instalments by M-Pesa at the start of the second, third and fourth seasons. Town workers may also bring back additional cash when they return home at the end of the year.
 - All adults in the household can no longer be sent to town - at least one healthy adult must remain in the village to manage the household.
 - Babies born in town now return home with their mothers at the end of the year and are no longer included in the household food allocation for that year. The baby's diet level will be the same as the mother's for its first year.
 - The rewards of town work have been slightly reduced.
- **Documentation:**
 - *Single Player Guide* updated to reflect changes to Town Work.
- No more than one flash flood will occur in any year with the CLIMATE CHANGE option unset.
- The game difficulty setting has been adjusted.
- **Bug Fixes:**
 - In some circumstances, babies with healthy mothers were born HIV positive.
 - The "Detail" food allocation view was disabled.
 - Medical expense descriptions now correctly display the names of new born babies set after the debt was incurred.

Version: 2.0

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Release Date: 04-05-2016

Updates and bug-fixes:

- **User interface:**
 - A dashboard comprising Asset, Labour and Activity Panels, an Advance button with rolling game stage ticker, an Activity Log and News Ticker has replaced the lower communications section of the user interface. This enables players to more easily track assets and labour and control the game's progress.
 - The game automatically progresses to the next stage when player intervention not required.
 - The *Task Management*, *Market*, *Village*, *Game Statistics* and *Game Settings* screens have been redesigned.
 - Additional checks added to prevent errors during task creation.
 - All dropdown menus replaced by drag & drop or point & click selections.
 - Numerous minor tweaks and style changes.
- **Farming Changes:**
 - A new *One Planting Season* game option allows the game to be played with a single planting season (in this case the seasons are *Planting*, *Main Rains*, *Harvest* and *Post Harvest*).
 - Crop yields recalibrated for Early and Late planting.
 - Mechanised traction option added for clearing all household's fields (costs less per field than animal traction).
 - Manual Weeding icon added to farm fields.
 - Harvest status icons added to farm fields.

- Land can be constrained by setting fields available for sale and rent in Game Settings.
- The game *difficulty level* can be modified – this changes each household’s starting cash and the achievable crop yields.
- **Town Work:**
 - Town work now brings greater rewards for educated household members.
 - Town workers require bus tickets to go to town.
 - New “Imprisonment” and “New Job” chance events added for town workers.
- **Nutrition:**
 - A new *Basic Nutrition* has been added where the player simply selects the desired diet level (A, B, C or X) for each household member and the cost of the diets (based on market prices at food allocation time) are deducted.
 - Sample A-, B- and C-level diets created for *Standard* and *Advanced* Nutrition options.
 - New diet level icons.
- **Market:**
 - Contraception, bus tickets and mechanised traction are now available.
 - School vouchers now purchased singly.
 - Land prices now vary with availability.
 - Crop yield data is included in market information.
 - All buying and selling is now drag & drop.
- **Game Alerts extended to cover:**
 - Failure to set important farming tasks (planting, weeding and harvesting) or allocate food.
 - Insufficient resources available to cover the food allocated.
 - Debts due for payment at the bank (covers loan repayments and funeral expenses).
 - Land shortages.
 - Task execution failure.
- **Households Setup:**
 - The *Chungwa* household has been added to the village.
 - Household members now have differing amounts of education at the start of the game.
 - Pairs of households are now given one of five starting configurations of household members, land and starting cash to make post-game comparisons of strategy more useful (the pairings are Nyanya/Ndizi, Mahindi/Nanasi, Matango/Embe, Mboga/Kabechi, and Tikiti/Chungwa).
- **Game Settings:**
 - *Level Settings* added to enable settings to be easily adjusted to match the learning context and players’ experience.
 - Settings can now be reset to a default state.
 - Settings are automatically saved and reloaded at next game launch.
 - Settings can be saved to a file that can be loaded by other players.
 - New option to check for *African Farmer* updates.
- **Help and Documentation:**
 - Video tutorials have been created covering key aspects of the game. These can be installed as part of the game installation or viewed online.
 - A new *Educator Guide* has been written for lecturers and teachers, giving background information on the game and guidance on running a game workshop.
 - The *Single Player Guide* and *Getting Started* documents have been revised and updated.
- Weather types have been rationalised; *Heat Wave* is now a possibility when the *Climate Change* option is selected.
- The *Chance Events* module has been expanded to include additional events.
- Post-harvest losses no longer apply to food that cannot be planted.
- Game Statistics now include market transactions, game settings and additional financial data. The statistics data can be saved to file for post-game review.



- Fertility reduced for women over 35 years of age; zero probability of women becoming pregnant in year after giving birth.
- Game codebase completely rewritten, fixing numerous bugs.