RELEASE NOTES

Version: 2.1.3

Build Number: 2.1.3.1

Release Date: 10-11-2021

Updates and bug-fixes:

- **Bug Fixes:**
    - Fixed bug where game could hang in task management screens when a household member is removed from the labour pool (through illness or death).
    - Other minor bug fixes and optimisations.

Note that versions of African Farmer earlier than version 2.0.3 must be removed before installing this update.

Version: 2.1.2

Build Number: 2.1.2.1

Release Date: 26-10-2021

Updates and bug-fixes:

- **Nutrition Screens:**
    - The operation of the "click to remove" functionality for Standard and Advanced Nutrition is now consistent with the functionality in other screens.
    - In Standard and Advanced Nutrition, adding a diet to a plate now replaces the current contents, rather than adding to the existing contents.
- **Bug Fixes:**
    - Fixed Basic Nutrition bug where allocation and allocation costs were incorrectly applied when player had insufficient cash to cover selected allocation costs.
    - Fixed Basic Nutrition bug where selected diet is set to 'X' level when a diet is removed from allocation.
    - Task labour selector display now updates if a household member dies or hospitalization status changes.
    - Allocation display now updates if a household member dies.
    - Addressed issue where game could hang in task management screens under certain circumstances.
    - Other minor bug fixes.

Note that versions of African Farmer earlier than version 2.0.3 must be removed before installing this update.

Version: 2.1.1

Build Number: 2.1.1.2

Release Date: 13-10-2021

Updates and bug-fixes:

- **Tasks Selection:**
    - Strengthened selected icon highlight filter.
- **Bug Fixes:**
    - Fixed issue where Assets Panel quantity roundup could be confusing in certain circumstances.
    - Fixed bug where farm resources with fractional quantities (< 1 unit) were included in the Resource Selection Panel.
    - Fixed bugs in icon highlighting when deselecting labour or resource icons.

Note that versions of African Farmer earlier than version 2.0.3 must be removed before installing this update.

Version: 2.1

Build Number: 2.1.0.1

Release Date: 07-10-2021

Updates and bug-fixes:

- **Click to Select Option:**
  - 'Click Select' added as an alternative to 'drag and drop' for item selection and removal in the market, tasks, and nutrition screens.
  - The keyboard key to be pressed when removing 'Click Select' items can be set to either CTRL (default) or SHIFT in the Game Settings *User Interface* folder.
  - 'Click Select' is now the default selection method, though it can be changed to 'drag and drop' in Game Settings.
- **Game Settings:**
  - A config button has been added to the dashboard to enable changes to the User Interface and Help settings during gameplay.
  - The land market settings are now located in a new 'Market' folder.
  - Minor layout tweaks.
- **Bug Fixes:**
  - Minor UI and help system bug fixes.
- **Documentation:**
  - The *Single Player Guide* and *Educator Guide* updated to reflect these changes.

Note that versions of African Farmer earlier than version 2.0.3 must be removed before installing this update.

Version: 2.0.3

Build Number: 2.0.3.1

Release Date: 02-11-2020

Updates and bug-fixes:

- **Chance Events:**
  - The year at which Chance Events (if selected) become active can be set between 1 and 5 in *Game Settings*.
- **Documentation:**
  - *Single Player Guide* and *Educator Guide* updated to reflect changes to Chance Event options.

Note that any earlier version of African Farmer must be removed before installing version 2.0.3.

Version: 2.0.2

Build Number: 2.0.2.1

Release Date: 15-02-2020

Updates and bug-fixes:

- **HIV Infection:**
  - Buying contraception now protects all household members from HIV infection for the year.
- **Game Analytics:**
  - Percentages for disease incidence now displayed to two decimal places.
- **Documentation:**
  - *Single Player Guide* updated to reflect changes to HIV infection.

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 newborn babies set after the debt was incurred.

Version: 2.0

Build Number: 2.0.0.1

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* model 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 added to 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 quickly adjusted to match the learning context and players' experience.
        - Settings can now be reset to the default state.
        - Settings changes 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 covering key aspects of the game have been created. These can be installed as part of the game installation or viewed online.
        - A new *Educator Guide* has been created 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.