

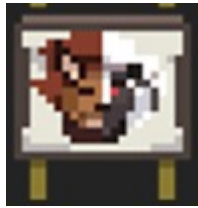
# September List

## -----Event-----

Rest of the DP scene. 8 Pictures!

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Poster for the event.



## -----Animation-----

Animation

Wave animations for Rocky Oasis.

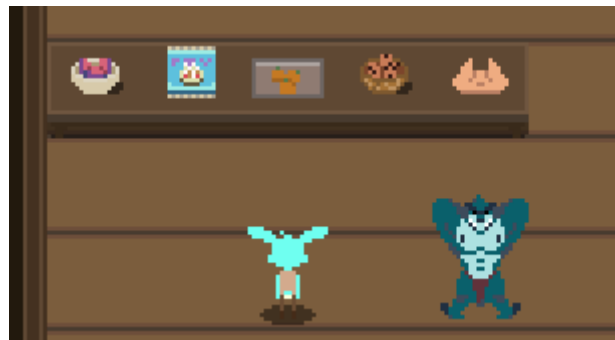


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# -----World art-----

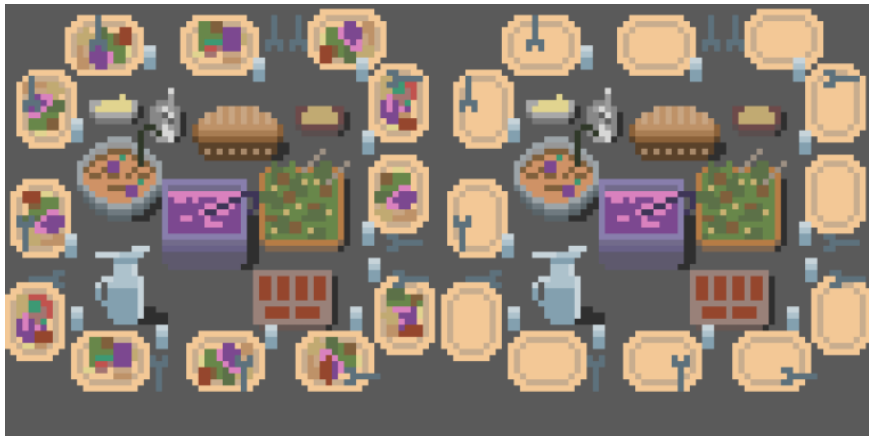
## Props

Sprites for day 2 food.



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Sprites for day 2 dinner.



## Faces

Additional face for Foxot.



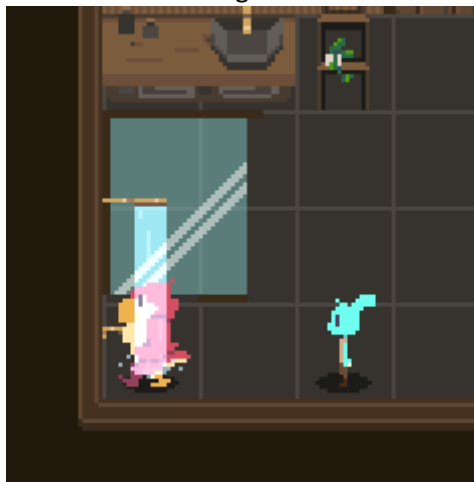


Additional faces for Squido.



## Sprites

Lace taking a shower.



Walking sprite for Squido.



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## -----Battle art-----

Battlers

a

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Battle backgrounds

a

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## -----Icons-----

States/Skills

a

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Items

a

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-----Audio-----

Music

a

---

NPC audio

a

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-----Gameplay-----

Gameplay

a

---

Battle changes

a

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Skills

a

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## Layout

Rain options for the Pirate Ship for when it rains.

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## Story

Confrontation with Foxot.

The first scene when you board the Pirate Ship after clearing Pine Island.



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Everything that you could talk to on the Pirate Ship on the first day should now have different dialogue. Oil lamps, pots, barrels and so on.

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A few edits to Scarr's comments.\. To make him really the mom of the crew.

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Objective 1 on ship.

The objectives this time won't be quests, just scenes with the crew, although they will end in scenes like the quests did. This one features Squido.



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Objective 2 on ship.

One of the 3 objectives you need to complete to advance the story. Features Foxot and Captain Fucko.



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Objective 3

One of the 3 objectives you need to complete to advance the story. Features Dolpho.



A Small scene with Wulfrick.



Eating with the pirates, day 2.





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I reworked Squido's battle taunts and after battle conversations to be more in-character.

## Items

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a

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a

## -----Bugfixes-----

Fixed tons of bugs with the crafting system.

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