

Gremlin Changelog

Build3 (14 August 2010)

- Zeppelin cluster spawn added
- Air control with accelerometer
- Out of bombs message
- Jumping to ships
- Scored combos indicator

Build2 (3 August 2010)

- Side scrolling
- Air control
- Different way of jumping
- Limited amount of moves
- Lives gained by combos
- Lower limit (sea) and upper limit
- Background changing color
- Keeping track of combos and displaying combo count
- Zeppelins no longer move at a constant upwards speed.
- Added ships

Build1 (13 July 2010)

- Initial version