

JUSTINTIME GAMES

NEWSLETTER #6

10/01/09

Intro:

WOW we have been really throwing ideas around over here!!! I am not kidding let me tell ya BIG changes are ahead so stay tuned! We now have a team here at Justintime Games! We have a game designer, programmer, and graphics designer! This should speed up production a ton...except for this month when we will be throwing more ideas around and getting things changed and such (I will explain later!) Also our staff's usernames will change to Mod (name here)!

THIS IS MAJOR SO PAY ATTENTION!

From now on we will update the website and games when they are tested and ready not at the end of each month! We will however still only send you an e-mail update once every month explaining what has been released in the past month!

Website:

- 1: The new beta site has had a major makeover with the home page but a ton of the code has been re-done and cleaned up!
(New Beta Site)
<http://www.the-cobra.webs.com>

Games:

1: We released The Ghost Tomb V. 2.5.2! This speeds up the game, the game core is re-done, and a few minor glitches were resolved! This stable version of the game now comes with an installer. Also the version history is fixed, code is cleaned up, the title is fixed, and the buttons are changed!

We are currently working on a new patch system so you won't have to re-download the game every time and very soon all the games will have their own installers!

Outro:

In the next version of Black Hole (V. 0.30c) look for these new features:

1. In game scrolling text of the conversations.
2. A bar under the life that will show when your super weapon is ready to fire.
3. And the game core to be RE-DONE! (This means faster fps (frames per second), a smaller file size, and faster loading time with less small glitches!

The Ghost Tomb II and III will have their own stable release next month!

Expect a new newsletter system soon!

We will also have a huge update to the beta website!

Questions, comments, concerns contact us at:
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