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The post Beta 3 Update – Stuff was last modified: May 4th, 2019 by Siddhartha "Dogpile" Share this: Hi, Dogpile here and this is the 4th update on production progress for Hi Neighbor. Beta 3 is now live on the Beta branch and is the last big update before we release the game on Steam Early Access. We launched this update primarily to get caught up to where we were with the tech. There were tons of bug fixes that we got out and fixed in the 2nd half of January and we really want to get everyone playing the game before it gets released in Early Access. This update also fixes our map engine, and we're fixing a lot of issues with the design of the game. There are also tons of bugs that we're still working to find and fix in the tech and our games for the main release. We have a number of external sites that we'll be hitting this week to get the game out to as many users as possible, and we'll be releasing a DLC pack at some point this month as well. This entire trip has been very educational and we're very happy with how the game is turning out and we are focused on getting it out to everyone as soon as we can. All of us have been working ourselves into the ground in the last few weeks and we are really glad we launched Beta 3 into production so we could get caught up. Beta 3 Dev Post The Beta 3 update includes over 900 commits and new content has been added to improve our tech, expand the gameplay options and improve the overall feel of the game. There are 200 new objects and new areas to explore in the game, new weapons and gameplay mechanics, new user interface elements and game modes, and new spells, and we're including all of these in this update. We're working on expanding the world of Hi Neighbor from 150 square meters to a 1000 square meters size in the game. Most of these additional areas are already procedurally generated and we're currently adding a lot of gameplay features and features for you to use in this area. We're also adding a bunch of new game modes and features to the game. We've added a new feature where you can modify the game speed, and we're adding a new feature where you can animate objects in the game using 5 points on a spectrum where 0 is no animation at all and 5 is a fully animated game. We've added a new feature to change the coloring of

