

Change Logs

In our Legends on Tour 2019 Summit some community representatives reported that not getting proper information about bugfixes, releases, etc. on time is problematic.

Feedback

In the near past, we changed some aspects of the internal team set up and now we are able to update the game more often than usual. This is a great, since we can for example release bugfixes faster, but on the other hand it is stressful for our localization team which cannot keep up with the release schedule.

Changes

We discussed with the Summit participants and we agreed that the changelog will be published as soon as it is available in English. This way everyone will have receive the same amount of information. A translation will be added as soon as the localization department provides it.