

Debug Codes v. 0.2

Skin variations:

- Input Field one:
 - "skinColor"
 - "hairColor"
 - "hairStyle"
 - "stocking"
 - "ribbon"
 - "ring"
 - "horn"
- Input Field two:
 - The name of one of your monsters.
- Down below a drop-down menu shows up now. Pick one of those choices.
- // Those choices are determined by the monster type you have chosen to change and what category you have picked. Therefore all codes do not work on every monster.
- // Also keep in mind that only the first monster with the chosen name will be changed. If you have multiple monsters with the same name you will have to eventually remove one first.

Player Money

- Input Field one:
 - "gold"
- Input Field two:
 - number value from "0 to 99999"

Add to "current" Player Energy

- Input Field one:
 - "energy"
- Input Field two:
 - number value from "0 to 99999"

Add to "max." Player Energy

- Input Field one:
 - "MaxEnergy"
- Input Field two:
 - number value from "0 to 99999"

Pass "x" amount of Days

- Input Field one:
 - "daysPassed"
- Input Field two:
 - number value from "0 to 99999"

Make "x" the current Day

- Input Field one:
 - "daysNow"
- Input Field two:
 - number value from "0 to 99999"

Make "x" amount of Days until next Payment

- Input Field one:
 - "daysUntilDoom"
- Input Field two:
 - number value from "0 to 99999"

Change between "Day" and "Night" time

- Input Field one:
 - "timePhase"
- Input Field two:
 - "Day" or
 - "Night"

Restock Talia's shop monsters

- Input Field one:
 - "restock"
- Input Field two:
 - "talia"

Unlock all CGs at the Gallery

- Input Field one:
 - "horny"
- Input Field two:
 - "dog"