



### GENERAL

Welcome, to the December edition of our monthly update. An easy way to follow the game's progress every now and then.

Happy Holidays! The team has enjoyed a festive holiday season with friends and family. We hope you did so as well!

# **#** HIGHLIGHTS

This section shows the "highlights" of the team's effort this month. These achievements can also be seen as milestones we've reached that significantly impacted the development progress in a good way.

#### **Blackmill Catacombs**

This month we've started the construction of a new level; the Blackmill Catacombs.

Located underneath Blackmills Church will be an eery dungeon like structure which holds many corpses, and dark secrets.



Blackmill Catacombs





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#### **Blackmill Church**

During the construction of the Blackmill Catacombs we have continued work on the church above as well, adding new decorations and ensured proper lighting.



Blackmill Church

# DEVLOG

This section shows a variety of small changes, adjustments and bug fixes we implemented in the game. As the saying goes "the details make the design".

### Quests, Puzzles & Maps

- Added lighting to Blackmill Chruch
- Added decoration to Blackmill Church
- Added School building in BlackmillNorthernDistrict