

ATTIC BOX GAMES



UPDATE

JUNE 2021



GENERAL

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

- From now on, all newsletters will be archived under the "devlog" page on our website. This will help visitors to track our progress every month. (<https://www.atticboxgames.com/#/devlogs>)
- Our main focus is currently to conduct as many user-tests (on build 3.0) as possible to get a broad view of how different players experience our game.

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.

Doctor model

The doctor has been going through some serious progress in the last few months. Most of the 3D-model is finished, except for a few additions which we'll keep a secret for now. The level of detail the model currently has is absolutely amazing.

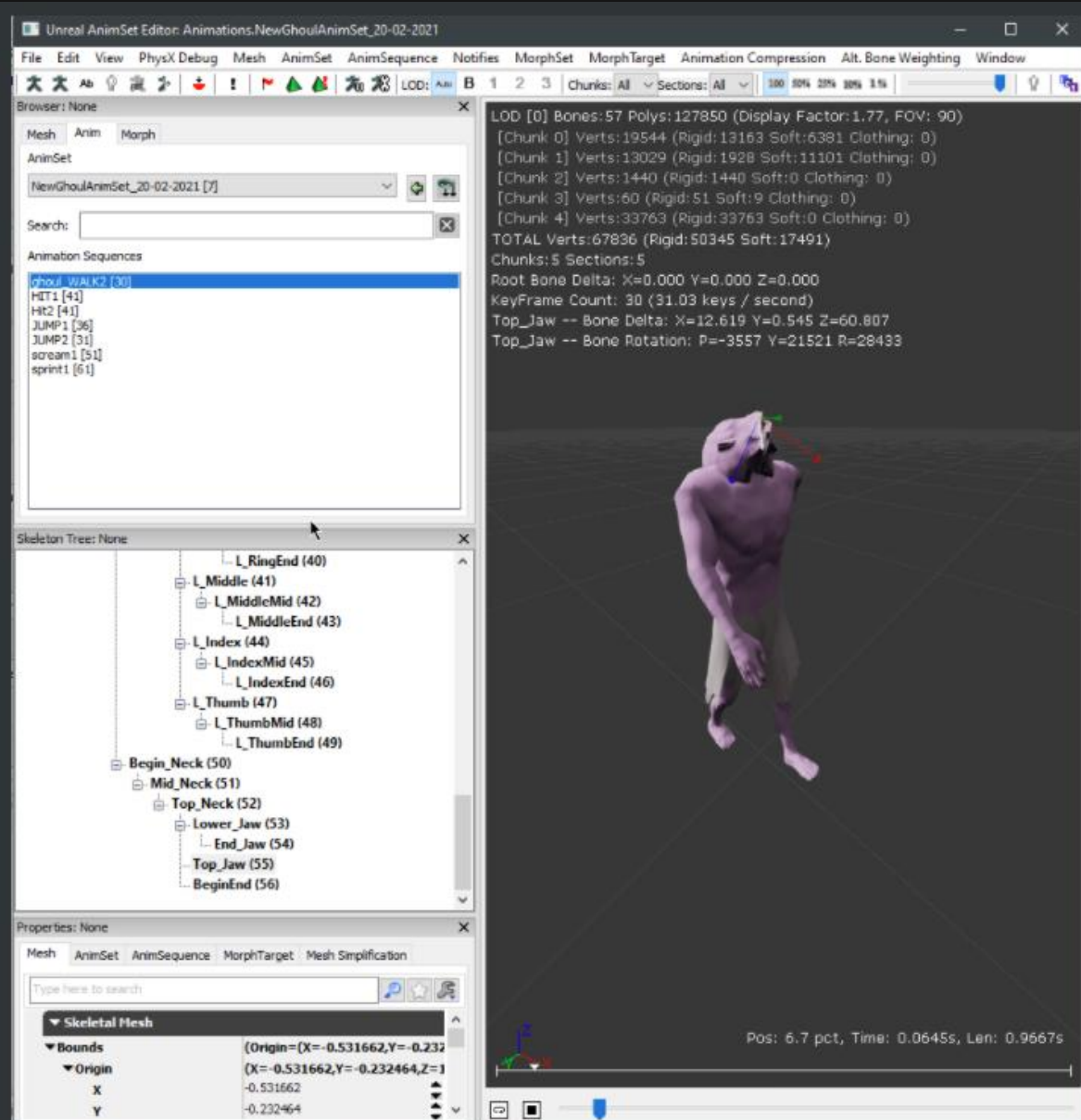


Clay-model view of the current state of the Doctor model.

★ HIGHLIGHTS

Ghoul animations

After a tedious process of back-and-forth development sessions, we managed to fix all the errors in the new batch of ghoul animations. The updated ghoul has much smoother and realistic animations. This is made possible by adding extra bones to the rig, deviations in the animations and by having more critical feedback sessions.

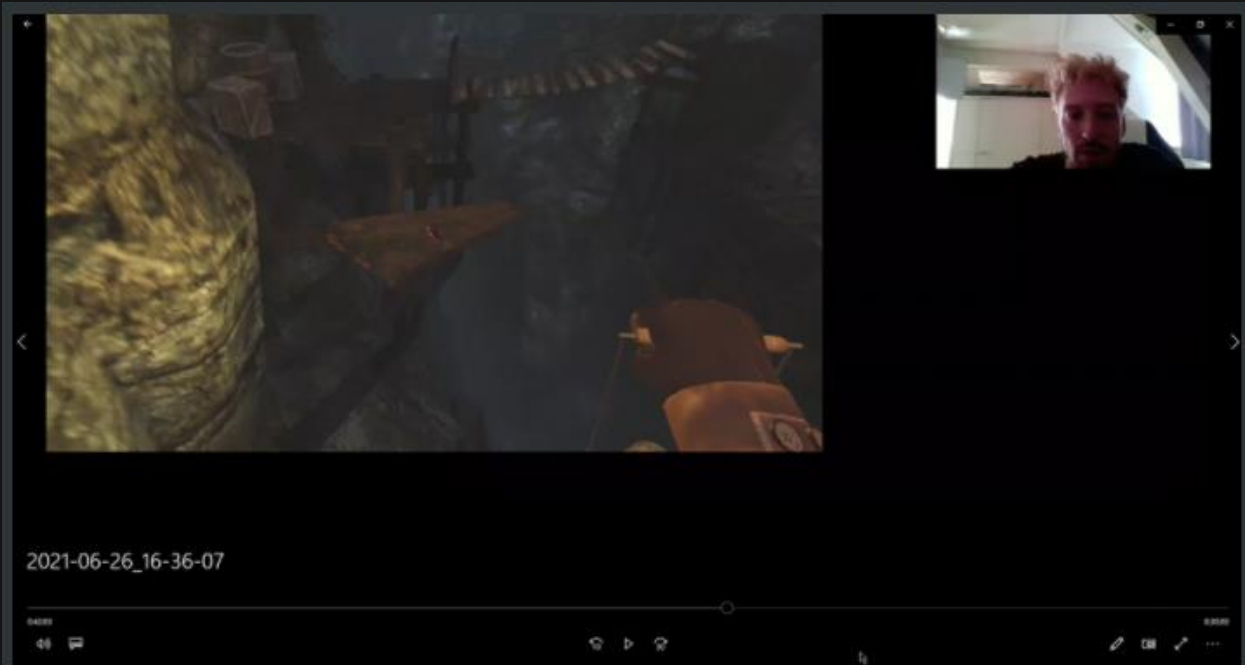


Screenshot of the ghoul with bugs in the bones and joints.

HIGHLIGHTS

Test sessions

Our main focus now is testing a good chunk of our game. We've noticed that we have been working on lot of new stuff the past year, but we haven't verified any of it with real players. Hence we are planning to conduct a lot of test sessions to get some feedback.



Screenshot of the first test session.

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”.

Story, quests & maps

- The first storyline workshop has come to an end and resulted in 11 new objectives for the "Mistlight Shore" level.

Models & characters

- Ghoul animations update sub-project is finished.
- Ghoul "hit1" and "hit2" animation added.
- Ghoul "idle" animation added.
- Ghoul "jump1" and "jump2" animation added.
- Ghoul "scream" animation added.
- Ghoul "sprint" animation added.
- Ghoul "walk1", "walk2", "walk3" and "walk4" animation added.

Gameplay

- First A.I. version is done and is now in testing phase.

UI

- Version control is now done through the Kismet interface, rather than integrated in the graphics of the menu screen.

Sound

- Outpost: Unreal's rock walking SFX is now replaced with dirt.

Miscellaneous

- Add ghoul attack height distance.
- Outpost: Spawn on carriage.
- Outpost: Added Alina's note to journal.
- Outpost: Adjusted note 04-05-2021
- Outpost: Adjust damage volumes.
- Outpost: Removed lantern.
- Forest: Cutscene; more fire, volume higher, maybe shorter length.
- Forest: Objective after cutscene: Explore the burned ruins.
- Forest: Created blocking volume if tesseract part not found.
- Forest: After finding tesseract part: Add objective: Make your way to the mine.
- Forest: Added damage volumes.
- Mine: Removed excessive lanterns & lights.
- Mine: Updated damage volumes.
- Mine: Added objective around start: Find a lantern.
- Mine: After picking up lantern, added objective: Raise the platform to reach the other side.
- Mine: After passing the raised platform: Added objective: Pass though the mine.
- Mine: Added blocking volume until lantern is found.
- Mine: Make a setup of the lantern set.
- Mine: Added collision to cart.
- Mine: Add Tesseract part.
- Mine: Fix objectives list order (raise the platform before finding tesseract part).
- Falls: Improved lighting.
- Falls: Redo foliage due to heightmap change.
- Falls: Add objective: Mke your way to blackmill.
- Falls: Add Object: Sneak past the doctors.
- Falls: Add lantern.
- Falls: Added path node navigation for ghouls.
- Update main menu version control.