

ATTIC BOX GAMES
UPDATE
JUNE 2024



GENERAL

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

- Nearing the completion of our list of items to do before entering the test phase, we are steadily adding fixes and features in order to deliver a complete experience.

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.

Doctors in Blackmill Southern District

Doctors have been added to the southern district of Blackmill, patrolling the street for any escaped villagers. Will you manage to remain undiscovered?



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

- Mistlight Mansion Upstairs: Add “Find key to open door” quest.
- Mistlight Mansion Upstairs: Create objective list.
- Mistlight Dungeon: Check correctness of objective list after removal of artifacts.
- Mistlight Dungeon: Added new notes
- Mistlight Dungeon: Updated objectives list accordingly
- Blackmill Northern District: Block the church entrance.

Gameplay

- Added Doctors to Blackmill Southern District.
- Upgrade Doctor catch mechanism in Blackmill Church.

Sound

- Mistlight Mansion Upstairs: Add spooky sounds

Miscellaneous

- Mistlight Mansion Upstairs: Add window to the open window.
- Mistlight Mansion Upstairs: Removed redundant objects for optimization.
- Mistlight Sewer: Added more interactable objects.