

ATTIC BOX GAMES
UPDATE
DECEMBER 2024



GENERAL

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

- A new map and a lot of bugfixes for the last month of the year.



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.

New Area in Blackmill Underway

We’ve started working on a brand-new area in Blackmill! It’s the western district of Blackmill complete with a whole dock area! It’s already shaping up to be an awesome addition, with a darker vibe, new challenges, and plenty of secrets to uncover. There’s still a lot to do, but we’re excited to see it come to life! We’ve started working on a brand-new area in Blackmill—the western district, complete with a whole dock area! It’s already shaping up to be an awesome addition, with a darker vibe and new secrets to unravel. There’s still a lot to do, but we’re excited to bring it to life!



Bug Fixes & Cleanup

Even with the holiday chaos, we tackled a long list of bugs and are digging into a compiled list of issues from playtest reviews. We’re smoothing things out and fixing annoying bugs to make gameplay feel better than ever.

That’s it for this month—and this year! Thanks for all the support, and here’s to an even bigger, better year ahead.

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

- Decorated storage houses in Blackmill Western District
- Updated objective list in Mistlight dungeon.
- Increased barrel quest difficulty in Mistlight dungeon.
- Removed end cutscene in Mistlight dungeon.
- Fixed objective list bug in Blackmill marshes.
- Made entrance to Blackmill Sewers easier to find.
- Removed Level name from loading screen.

Sound

- Added ambient sound to DeepridgeForest Basement
- Added splash sound to DeepridgeFalls end cutscene.

Miscellaneous

- Improved chessboard in DeepridgeForest basement
- Remove cogwheel from crane cogs and minecart in DeepridgeForest
- Removed planks mechanism in Mistlight dungeon.
- Fixed kismet bug in Blackmill marshes.