

ATTIC BOX GAMES
UPDATE
FEBRUARY 2024



GENERAL

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

- This month we kept our focus on the preparation for a new and extensive round of test plays, trying to finalize the game as much as we can in order to find as many improvements as we can!

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.

Mistlight Dungeon Update

Mistlight Dungeon has been reviewed and updated from front to back. This is now no longer the last level of the playable demo, and continues into the marshes of the Blackmill area. Additionally, a new basement has been made available to be explored!



Inside the Mistlight Dungeon.

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

- MistlightDungeon: Updated all objectives to standardized names.
- MistlightDungeon: Updated all notes to standardized names.
- MistlightDungeon: Removed Artifact room
- MistlightDungeon: Updated librarycutscene to continue.
- MistlightDungeon: Added level ending.
- MistlightShore: Added lantern pickup.
- MistlightShore: Fixed objective list.
- MistlightDungeon: Added vine climb tip.

Gameplay

- Diverted potential runaway loop in Ghoulbot, preventing game crash.