

ATTIC BOX GAMES
UPDATE
JUNE 2022



GENERAL

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

- During our visit to AnimeCon we have been invited to another convention: Abunai! This convention also focuses on J-pop culture such as anime, manga, cosplay and other related topics. If you would like to join us at our stand in a few months, just tell us and we will arrange the rest.
- With all the feedback we received on AnimeCon we're currently stirring up and updated version of our demo. This demo will be uploaded to all our socials once it is ready.
- At the convention we have met with a new crew member: Rembrandt van Leeuwen. He is a very talented concept artist currently in his second year of education course on the university of Breda. For more info you can check out his instagram: @clockweiz

★ 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.

AnimeCon 2022



We have made a short recap video for you guys to see: <https://youtu.be/oAorz92TpA>

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”.

Gameplay

- Added furniture in houses in Blackmill Southern District
- Added timer to important tutorial pop-up screens
- Updated damage-volumes in Mistlight Passage
- Created game mechanic where kinetic objects fall slower in water

UI

- Added a HUD indicator that shows the player whether a door is locked or not

Sound

- Added a locked door sound-effect (fun fact: it is recorded in the AirBnB we hired to visit AnimeCon)

Miscellaneous

- Added game disclaimer
- Fixed bug where the player could die in the middle of a cutscene in Mistlight Dungeon
- Added function to easily display game version in the main menu
- Added new arm to MistlightDungeon