# ATTIC BOX GAMES
UPDATE
JANUARY 2023

📢 GENERAL

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

- No new announcements

✸ 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 pathfinding applied
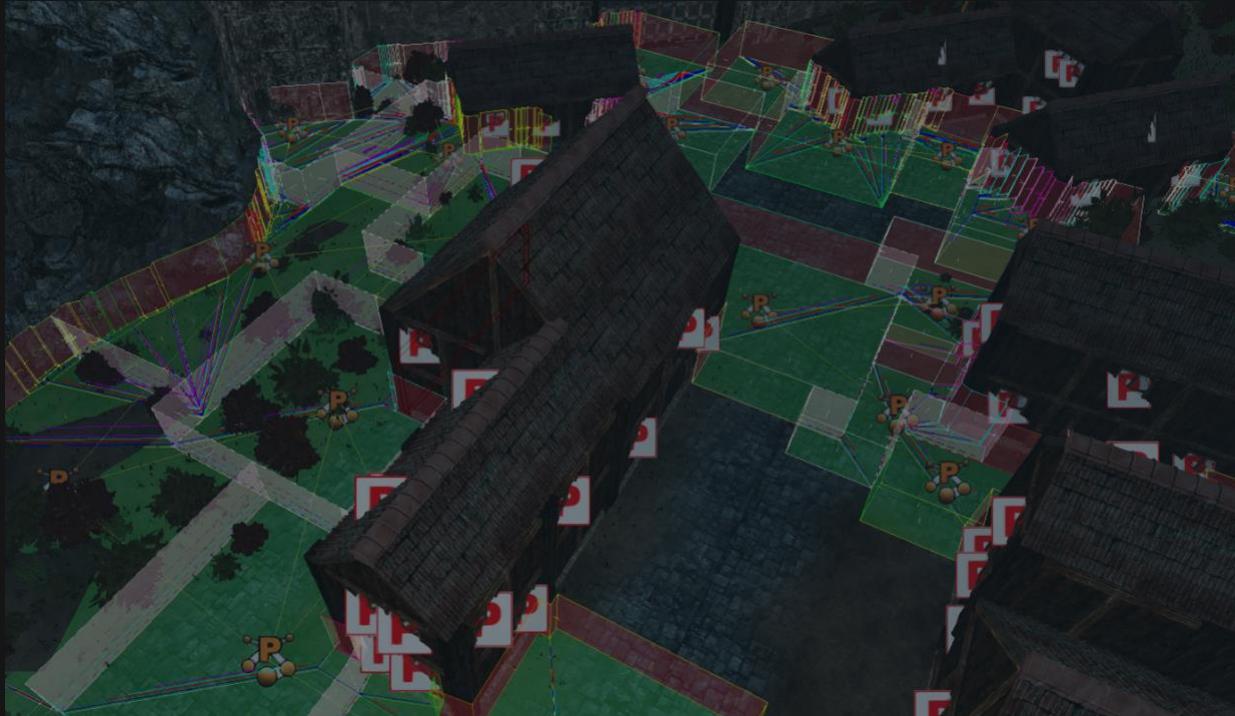
The new pathfinding of the doctor is now also applied on the ghoul. The behaviour of the doctor and ghoul can be adjusted by changing their movement speed, damage and rate of attacks. By using this new pathfinding mechanic, we can add monsters to levels without manually adding each pathnode.

Sneak preview of cinematic

A small sneak preview of Jimmy's work so far...

⚙ 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

- Applied new pathfinding mechanic to the ghoul
- Adjusted existing ghoul pathfinding
- 13 new notes created and added to the game

UI

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Sound

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Miscellaneous

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