

ATTIC BOX GAMES
UPDATE
SEPTEMBER 2021



GENERAL

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

- We have a new crew member aboard! His name is Gavin van Hoeijen and he will be supporting us in developing new 3D assets for the game. By the time you guys will read this he has probably already joined the Whatsapp group and is actively finishing assignments. Gavin will mostly work with the other 3D-artists (Ali & King) and us (Collin, Danny & Tom). We are planning an introduction meeting (on discord) for everybody to join. Don't be shy and say hi!

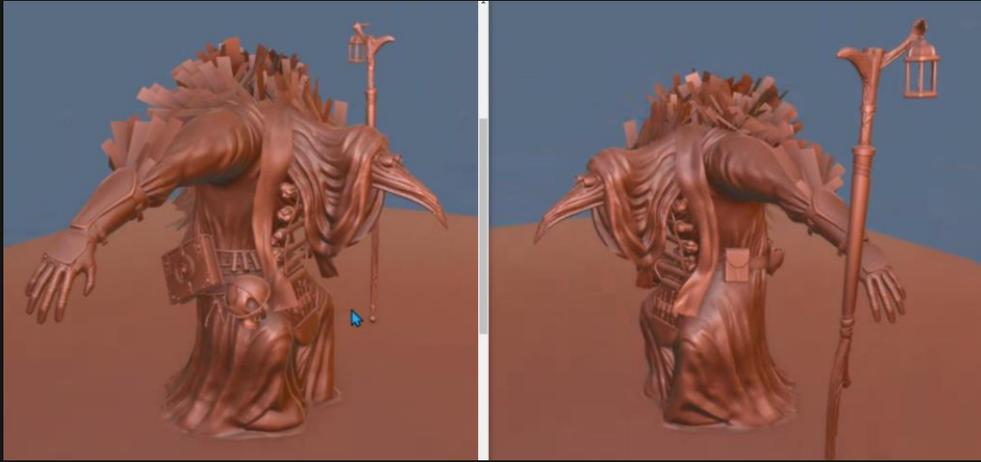
HIGHLIGHTS

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.

Doctor model

The 3D model (and additional assets) of the Doctor has been finished by King and looks absolutely amazing, check out the screenshots below for a better view. Next steps regarding this are two-fold: King will be busy retopologizing the model and creating textures; While Ali will start working on the animation of this model on his new workstation. These two processes will be done simultaneously since the textures can be added to the model later on.





★ HIGHLIGHTS

Playtests

The playtests with real (first time) players went exceptionally well. All of the testers had a fun time playing the game and said that the atmosphere was amazing. But most of all, all of the objectives and puzzles were clear (and doable) for each player - which was the main goal of this test phase. Now that we have verified the playability and difficulty level of the audience, we will continue developing quests, objectives and puzzles for the game.

Animecon

Attic Box Games has been invited for AnimeCon this year! On the 11th and 12th of December we will be standing in The Hague, more info about this following soon...



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

- All Doctor assets are finished, transitioning to retopologizing the entire model and texturing;
- Added Oyster mushroom;
- Added Nettle plant;
- Added Mint plant;
- Added Gavin's chest to the game;



UI

- New options menu graphics;

Miscellaneous

- Build a new, improved workstation for Ali;

Pursuit of Happiness

- Added a food tutorial area;
- Upgraded house model;
- Upgraded bridge model;
- Added waterpump;

Etherwood Outpost

- Updated lightvolumes;
- Added collectable;
- Add emmision to Alina's bear;