

ATTIC BOX GAMES
UPDATE
AUGUST 2024



GENERAL

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

- This month's been all about improving gameplay! We've been busy adding more cool stuff to the maps, making them feel more alive and packed with things to explore. You'll notice more interactive elements, new areas to discover, and a few surprises we've thrown in to keep players engaged. We've also made some solid tweaks to gameplay mechanics— more intuitive puzzles, and better overall balance—to keep everything running smoothly and fun.

Looking ahead, our focus for the coming months will be on building a complete, playable version of the game from start to finish. Lots of exciting progress ahead—so stay tuned!

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.

Overall map gameplay Upgrade

We’ve been busy making the maps way more fun and interactive! You’ll now find things like braziers you can light on fire, along with other cool stuff to mess around with as you explore. We’re aiming to make the world feel more alive and give you plenty of new things to uncover as you explore.

There’s a lot more to check out, so get ready for some new surprises around every corner!



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

- Mistlight Shore: Added blue post-process for hypothermia sidequest.
- Deepridge Falls: Fixed bridge scale.

Gameplay

- Added 2 doctors to the Blackmill Church gate.
- Added Levelswitch to Blackmill Northern District.

Miscellaneous

- Added more lantern oil across several maps.
- Completed multiple rounds of internal testing across several maps.
- Replaced consumable placeholders with permanent item.