

ATTIC BOX GAMES
UPDATE
NOVEMBER 2023



GENERAL

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

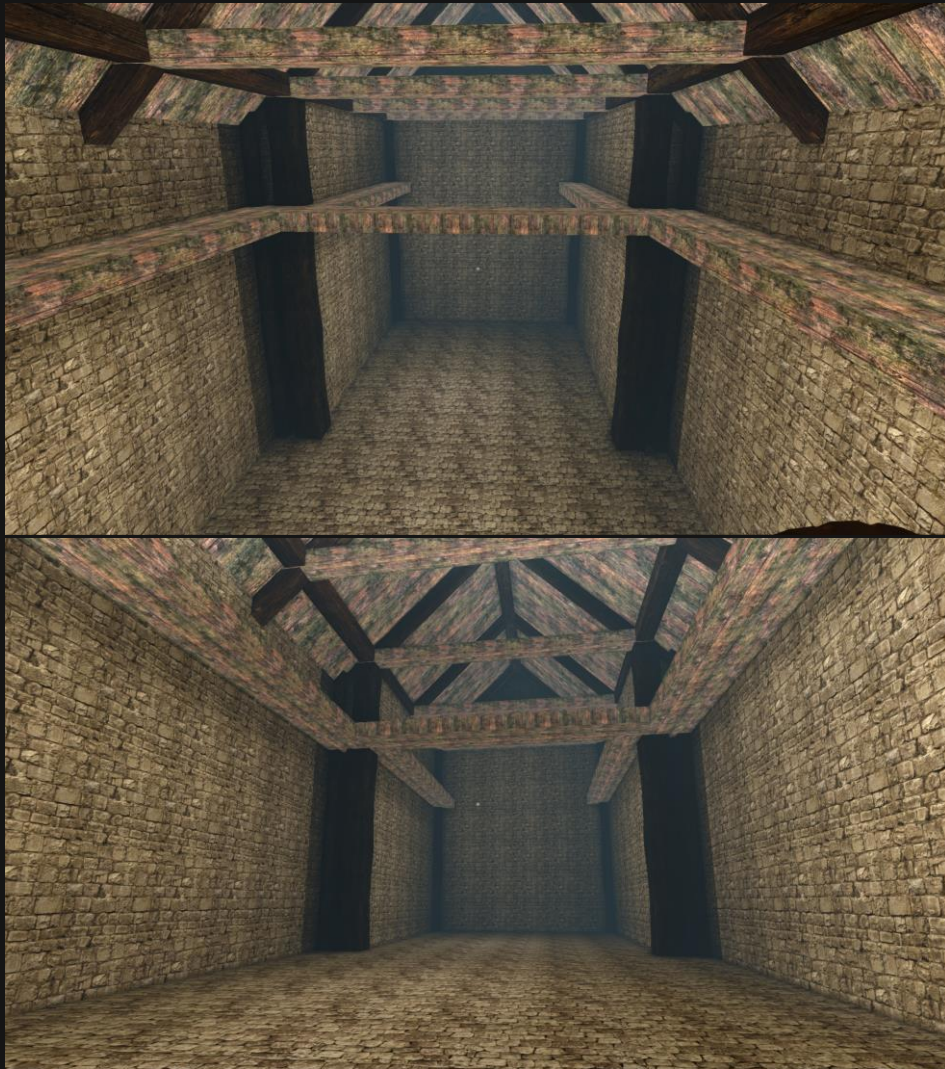
- In the past month, we are happy to share that the construction of the Blackmill Sewer has been completed. This achievement marks a significant milestone in the development process and checks off another map from our to-do list. Simultaneously, we have initiated the construction of the Blackmill Church. But that's not all; we're also getting creative with the Blackmill maps, adding more districts and important buildings to enrich our game's storyline.

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.

The start of the Blackmill Church

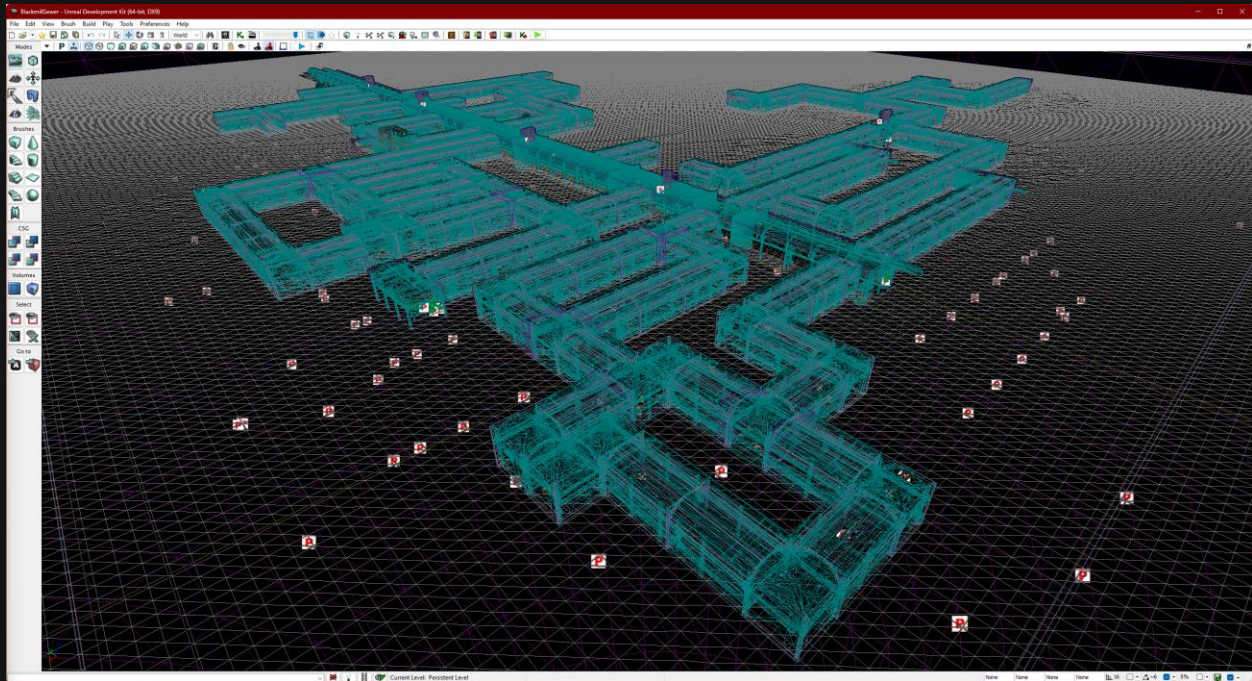
Here, you can find the preliminary skeleton of the church map design, providing an initial glimpse into the structural framework that is currently in the process of being developed and refined.



HIGHLIGHTS

A sneak peak of Blackmill Sewer

Here, you'll discover a comprehensive bird's-eye view capturing the entirety of the completed Blackmill Sewer map route. This detailed overview displays the finished product and the careful attention to detail that has gone into its creation.



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

- Finished questline in BlackmillMarshes.
- Added enemies to Blackmill Sewer.
- Added decoration to Blackmill Sewer.
- Completed concepting questline for the final boss battle.
- Decorated more than half of the houses in Blackmill Northern District.