

ATTIC BOX GAMES
UPDATE
SEPTEMBER 2024



GENERAL

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

- Preparations for full game testing are in progress, many bug fixes and quality of life improvements this month.

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

- DeepridgeForest: added damage volume on top of fires
- ThePursuitOfHappiness: removed bucket that can give confusion with water
- DeepridgeForest: added open sound to burned house cellar door
- DeepridgeForest: removed foliage around burned house and added black spots on the ground.

UI

- Fixed bug of not showing 10th page in journal

Sound

- Fixed bug were breathing sounds could mix

Miscellaneous

- Performed Kismet-check on final levels