

**ATTIC BOX GAMES**  
**UPDATE**  
**OCTOBER 2021**



## GENERAL

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

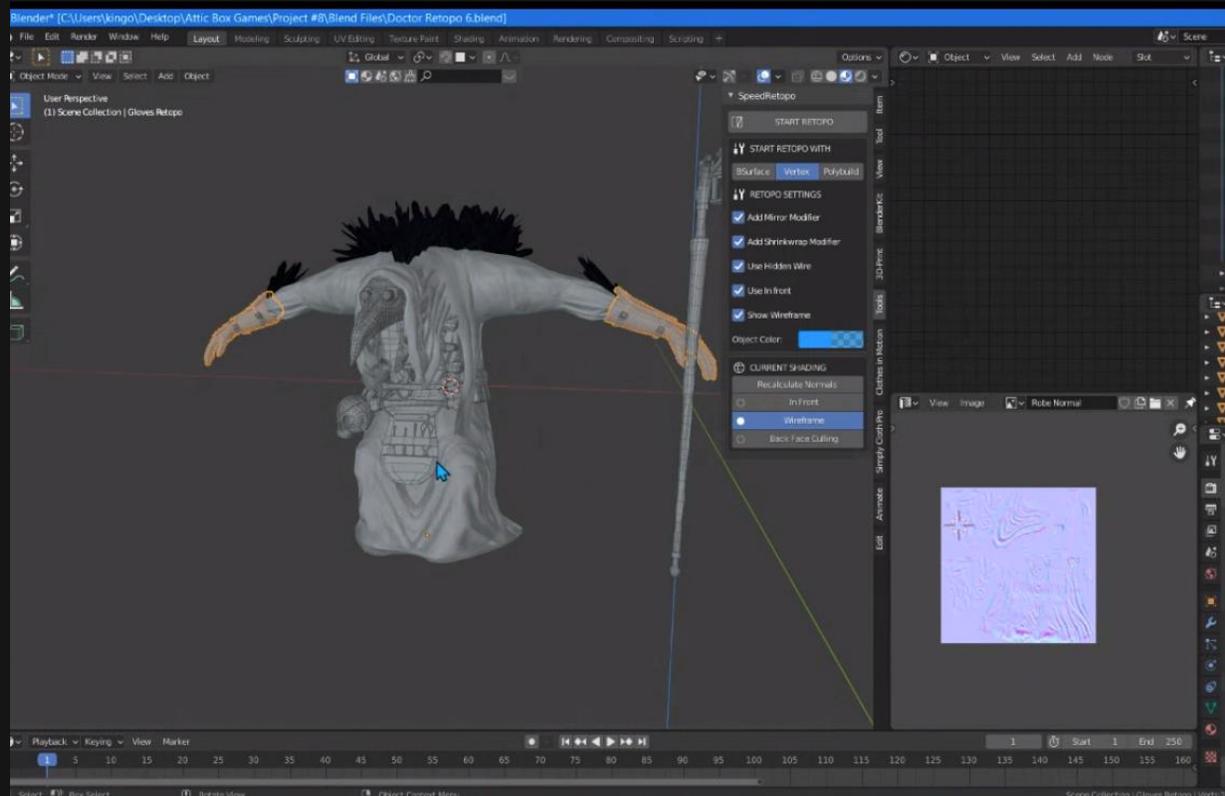
- We are starting making preparation for another year of Animecon, whilst keeping an eye on any developments regarding restrictions. Once we are certain about our spot in the Games room we will be ready to get all of our goods in time.
- Ali's newly provided workstation is all set up, and we are happy to hear that everything is working smoothly. We hope this will improve the workflow and make for happier development.
- Attic Box Games is planning on purchasing new clothing for all who desires. If you, or any of your friends or family, would also like to purchase any new ABG hoodies, shirts or similar, then please contact one of the leads directly.

# 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.

## Finalizing Doctor Model

After applying the final touches to reduce the polycount and optimize the Doctor model, we are ready for the next stage. This stage will be a parallel job between King and Ali. Seeing as the model of the Doctor is completed, we will provide Ali with the model, and all of his accessories, for him to start rigging the character, after which the development of animations can start. In the meantime, King will focus his attention on the texturing of the model, which we can apply at any given moment of the development cycle.



# HIGHLIGHTS

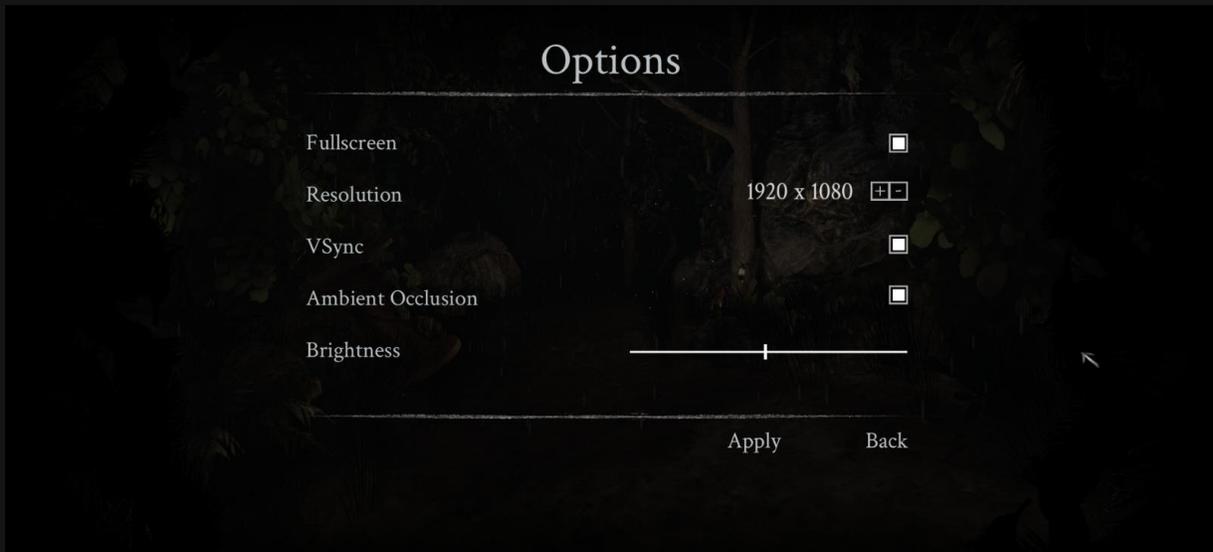
## Redesigned Options menu

After finishing and testing all of the desired functionality of the Options menu, we have redesigned the interface for a more professional and clean look. We are very pleased with the end result.

### Before



### After



# HIGHLIGHTS

## Added Load Game Functionality

In addition to the already existing 'Continue' button, which would load to the most recent game played, we have now also added a 'Load Game' menu in which every checkpoint of every gaming session will be stored, and become available to be reloaded at any given time.

This will allow the player, or somebody else, to start a new game when desired, while later being able to revert to the previous session.



*'Load game menu, showing the date, time and level of each checkpoint.'*

# 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”.

## Models

- Oyster mushrooms (pickup)
- Treasure Chest (gameplay item)

## UI

- Added ‘Esc’ to multiple menus

## Gameplay

- Finalized food tutorial.

## Miscellaneous

- ABG Flyer design