

ATTIC BOX GAMES
UPDATE
FEBRUARY 2022



GENERAL

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

- Last month, our main focus shifted back to level development. We started creating new maps and with it increased the rise of new models. A first batch of new models has been implemented in the game, with a lot more to come!

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 status of the doctor model.



After last development session, the ABG team has successfully imported the doctor model with all animations. The next steps will be the integration of the model with the existing AI, and improving the textures of the model, along with other small fixes.

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.

A new map: Blackmill Eastern District is being developed.



Blackmill City has various areas to explore in the game. A new area has been created and is being developed for the game. Blackmill Eastern District will be the second part of the Blackmill map series.

The image above gives a little hint to what might come.

HIGHLIGHTS

Importing new models.



Our modelers has been quite busy this month. With our focus shifting on creating more maps. Each map has to have a fresh look; therefore, new models are being made to be used in the maps. A batch of new models has been implemented in the game. This time with the focus on metallic objects.

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

- Upgrade path, fog and lighting - Blackmill southern district
- Updated second artifact
- Updated Objectives – DeepridgeMine
- Make all doors 2-way – EtherwoodOutpost
- Decorated Blackmills Eastern District
- Created Blackmill Sewer routes

Gameplay

- Removed Impact sound on TakeDamage

UI

- Bug fix Deepridge Forest save game LevelName