

ATTIC BOX GAMES



UPDATE

APRIL 2023



GENERAL

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

- The Doctor's AI has undergone some very cool (object recognition) improvements!
- The basic environment design of BlackmillStronghold has been finished. Scroll down to see more.
- Introduction cinematic has also undergone some very impressive changes!

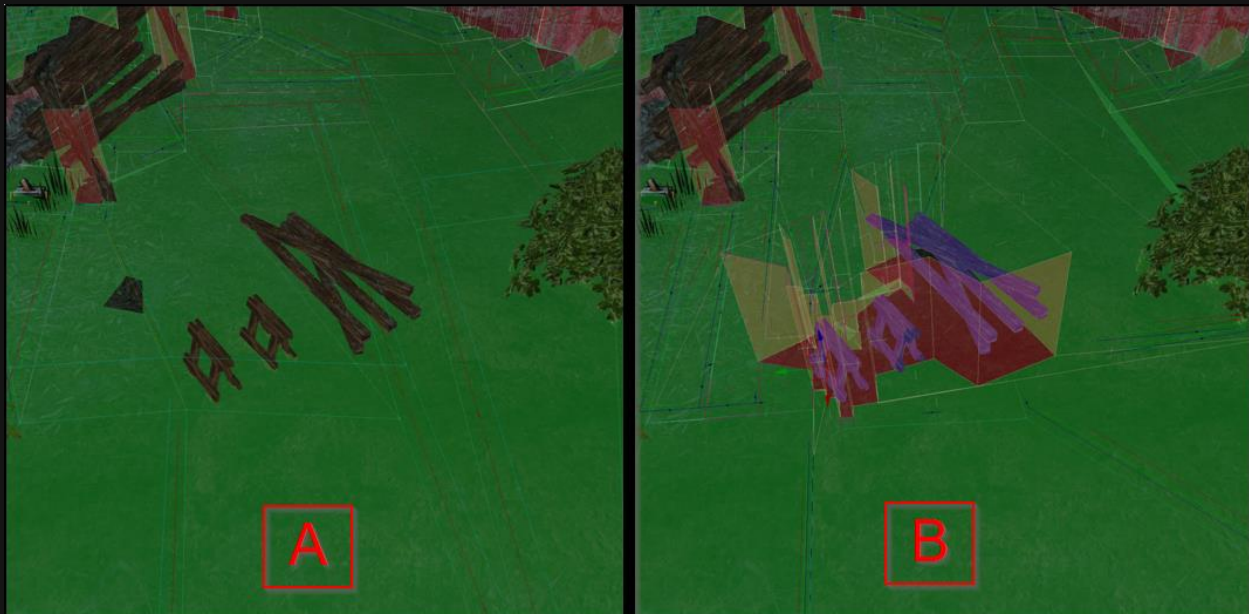
HIGHLIGHTS

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.

Doctor AI improvements

Implemented 2 Doctors in DeepridgeFalls, able to wander around, jump obstacles, chase and damage the player. Additionally we have configured the area around all objects and obstacles to be navigated where needed, so that the doctor can jump over.

Below you can see in situation “A”, the Doctors will not recognize this as an object and tirelessly try to walk/jump over it (often to the player’s satisfaction). In situation “B” the Doctors now recognize that this is a pile of wooden beams and will walk around it to get to the player.



Environment design

The basic environment design of the BlackmillStronghold has been finished. Take a look at the in-game screenshots to get an impression.



The dining hall of the Barracks. Fancy an ale?



The bunkbeds where the trainees sleep.



The Instructor's quarters, which look slightly more appealing than the bunkbeds.

Introduction cinematic

Some very cool improvements on the introduction cinematic.





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

- Blackmill Southern District: Decorated houses
- Blackmill Stronghold: Finished basic decoration
- Rosecrusium Headquarters: Started environment design

Gameplay

- No updates

Sounds

- No updates

Miscellaneous

- Improvements on the introduction cinematic.