ATTIC BOX GAMES
UPDATE
FEBRUARY 2023

📢 GENERAL

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

- We are excited to announce that our concept artist has created stunning new artwork featuring diverse landscapes and environments, adding more depth and immersion to the world of our game.
- Our game designers have expanded the map details by adding and decorating houses, making the game world even more realistic and engaging.
- We are pleased to share that the Ghoul AI has received an upgrade as well. The AI has improved its movement in various maps. This will enhance the overall gameplay experience and add a new level of challenge for players.

⭐ 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.

New intro cinematic slides

Our intro cinematic is slowly building up. More and more content is added each week!

⚙ 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: Added and decorated houses.
- Updated lore notes.

Gameplay

- Updated Ghoul AI pathfinding.

Miscellaneous

- Added intro cinematic slides.