

**ATTIC BOX GAMES**



**UPDATE**

**JULY 2023**



## GENERAL

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

- We have been working on expanding the gameplay elements in the game to make it even more captivating for you all. We hope you are as excited as we are about these improvements! There is so much more in store for you, so stay tuned for further updates and get ready for an exhilarating gaming experience.

## 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.

### Smarter Ghoul AI

In the MistlightDungeon map, we have just put the finishing touches on the ghoul. We hope that you are as excited as we are about these improvements! There is so much more in store for you, so stay tuned for further updates and get ready for an exhilarating gaming experience.

Now, this menacing ghoul can smoothly leap over low obstacles, push taller objects, and even block players from progressing. However, be cautious when in combat distance - its attacks deal instant damage!

### More puzzles

Our team has been on a mission to expand the maps with challenging puzzles and exciting quests. We cannot wait to see you take on these new challenges and discover the hidden secrets we have laid out for you.



# 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

- Started the hypothermia quest to the Mistlight Shore level.
- Finished development of the lost cellar key quest in the Mistlight mansion level.

## Gameplay

- Updated Physicsgun not to pick up items that have boolean InvPickUp, Interactable or Locked Door set to true. Removing the need to disable the CollisionComponent of interactables.

## UI

- Added logs to inventory.
- Added cellar key to inventory.