

**ATTIC BOX GAMES**



**UPDATE**

**JULY 2021**



## GENERAL

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

- Our main focus continues to be conducting as many user-tests (on build 3.0) as possible to get a broad view of how different players experience our game. A few candidates have already played the newest build and the results are positive.
- It been quite a slow month as we try to maintain a clean build, which does not contain any unfinished content. Mostly patching of small bugs and fixes has occurred.

## 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.

### Test session

Our main focus continues to be testing a big chunk of our game. We've noticed that we have been working on lot of new stuff the past year, but we haven't verified any of it with real players. Hence we are conducting a lot of test sessions to get some feedback.

We have noticed many players are able to complete the game, but they do have to take more time than anticipated. We are also very pleased with the functionality of the enemy bots.



# 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”.

## Gameplay

- General: Checked the damagevolumes, lightvolumes, post-processing and lantern behavior throughout all levels.
- MistlightShore: Started implementation of puzzles, which were brought up during collaborative brainstorm sessions.
- General: Added more watersources
- DeepridgeFalls: Added additional checkpoint.
- DeepridgeMine: Hardcoded lantern on checkpoint 1.

## UI

- Options: Added Brightness text to the applicable slider.
- Options: Updated design.
- Maps: Updated ‘No Maps Found’ font.
- General: Double-checked the display of SaveGameIcon on all checkpoints.
- Menu: Updated crooked ‘Continue’ button.

## Sound

- EtherwoodOutpost: Added pickup sound when picking up bear and note during opening cutscene.

## Miscellaneous

- General: Updated default brightness.
- EtherwoodOutpost: Resolved double bear issue.
- DeepridgeForest: Updated ‘Inv Pickup’ boolean on hidden artifact.
- DeepridgeMine: Removed confusing box.