

**ATTIC BOX GAMES**



**UPDATE**

**MAY 2021**



## GENERAL

Welcome gentlemen, to the May edition of our monthly internal update. An easy way to have your work shared with the team, and the team's work shared with you!

- For this month, we have focused on the ghoul AI so that it will be more flexible in different situations. The ghoul AI is now tested with several in one location.
- We have also taken a step back and looked at the maps we have previously created. We worked on creating a better flow throughout each level, to increase the player interaction with each map.

# HIGHLIGHTS

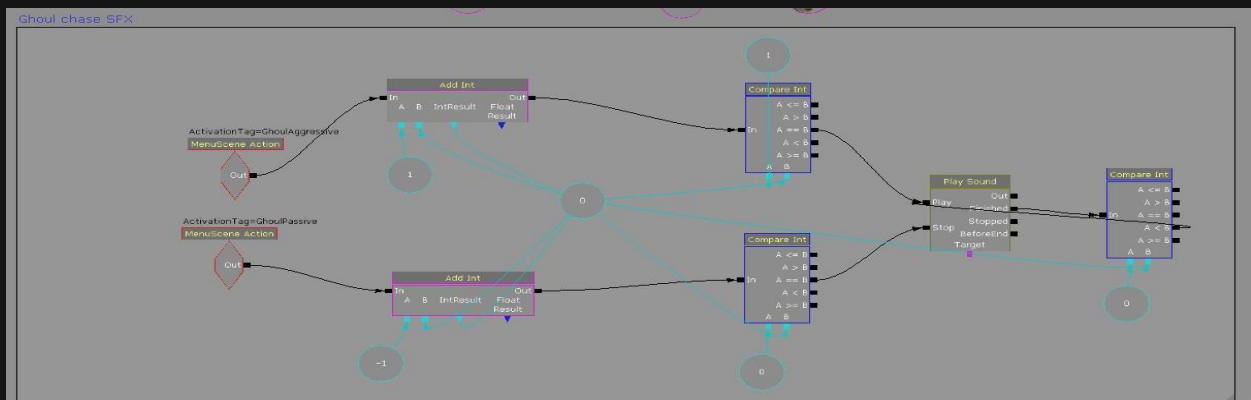
This section shows the “highlights” of the team’s effort this month. These achievements can also be seen as milestones we have reached that significantly affected the development progress in a good way. If your work shows up on this page, you should be proud of yourself.

## Ghoul AI improvement

We have implemented multiple ghouls in a single location now, instead of walking alone. Testing their interaction with the environment and obstacles, and adjusted accordingly.



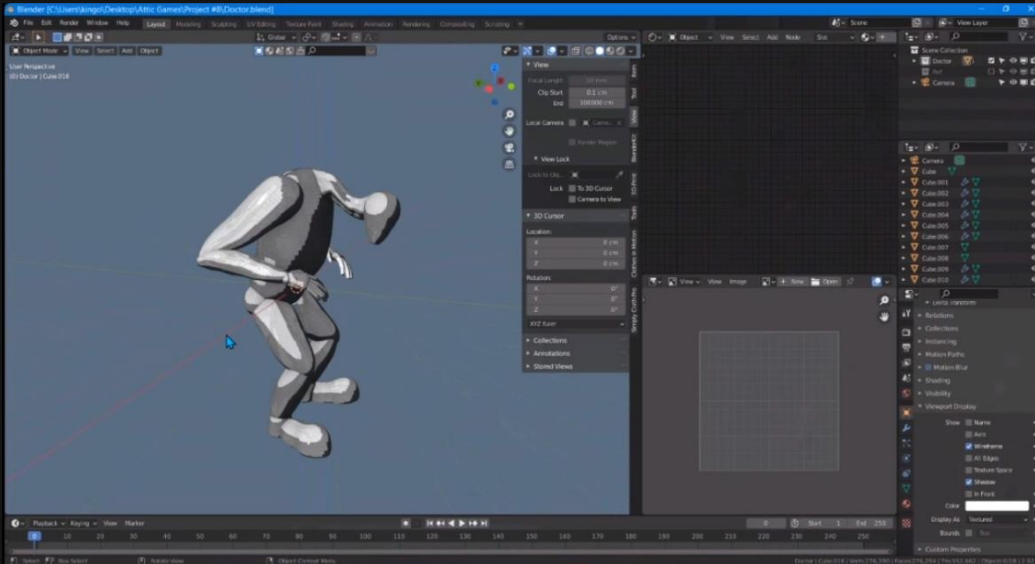
With the new code, the Ghoul is expanded in the kismet.



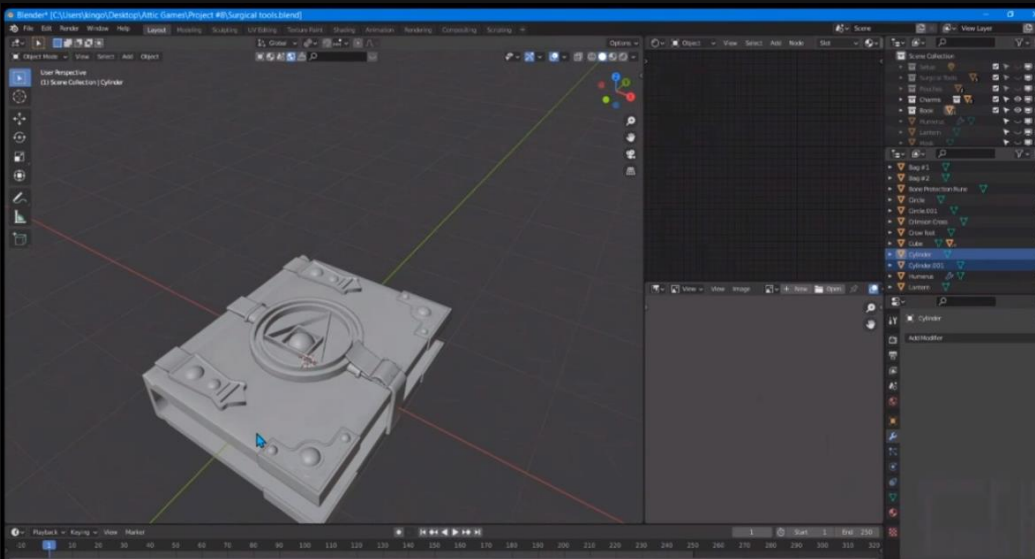
# HIGHLIGHTS

## New models

Our doctor model is beginning to take shape. It follows the concept art precisely as intended.



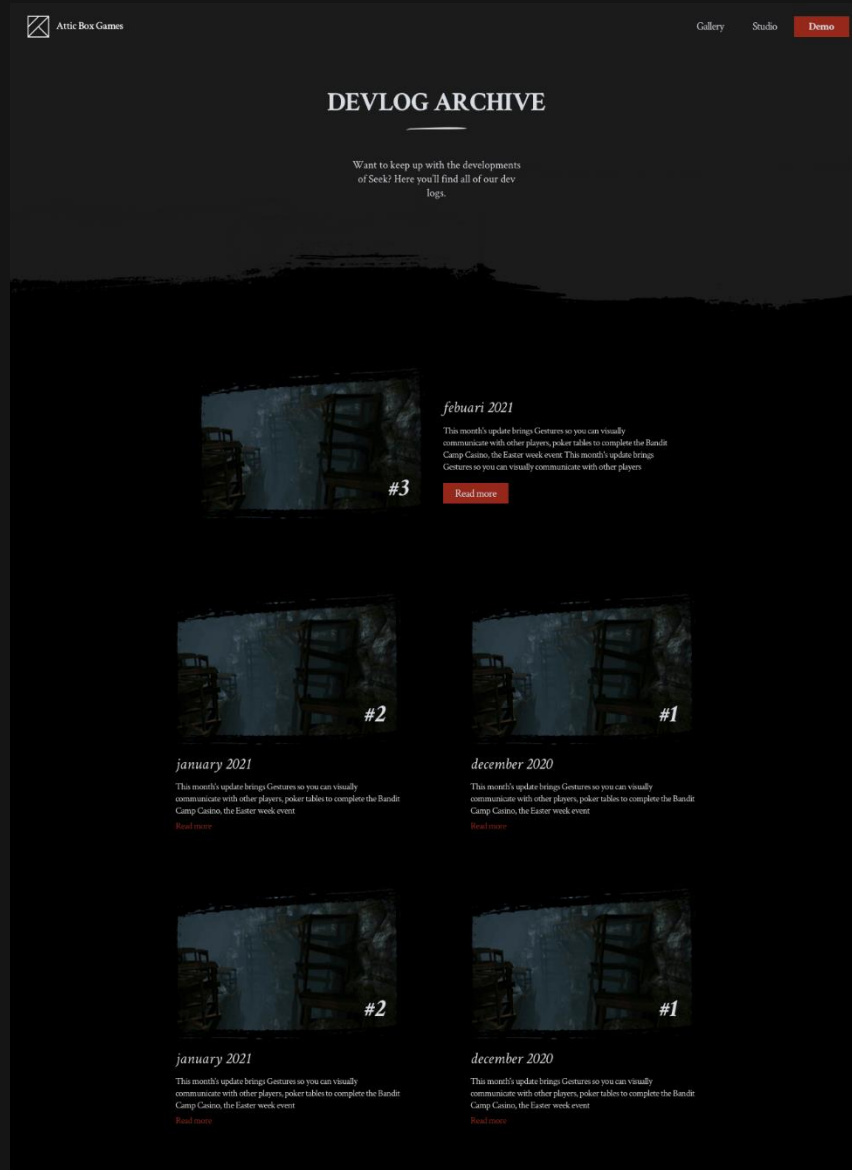
New accessories are also being modelled, which the doctor will wear. These accessories will also be used individually as objects in the game. Getting two birds with one stone!



# HIGHLIGHTS

## Devlog on the website

With the increasing number of monthly newsletters and our steps to lay the foundation for public relations, we have created a devlog page for our website.



On this page, you can find back all the newsletters that has been published by us. It has also been ensured that we can put the newsletters on the website ourselves by means of Google Firebase. The devlog page will be implemented in the nearby future.

# 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”.

## Story, quests & maps

- Brainstorm session to create new and more original ideas.
- More in depth story chapters.

## Models & characters

- First steps of doctor model.
- Implemented a new set of ghoul animations.
- Added look distance, and height detection to ghouls.

## Gameplay

- First iteration of doctor AI.
- New objectives have been added to all the levels for guidance.
- Added new notes to the journal.

## Miscellaneous

- Graphical options UI sound did not stop.
- Jumping stamina could go below <0, now fixed.
- Outpost: Added elderflower note pick up text: Note added to your journal.
- Outpost: Pickup is empty bottle: pick up text was mackerel.
- Outpost: Added elderflower bush emissive for visibility.
- Outpost: Added objective near gate: Find a way to open the gate.
- Forest: Ambient sounds are now spatialized.
- Mine: Applied wooden footsteps to scaffolds.
- Falls: Fix ghoul chase sound with multiple ghouls.
- Falls: Added new lantern.
- Falls: Increased amount of path-nodes for ghoul navigation.
- Outpost: Added extra blocking volume around the gate.