

ATTIC BOX GAMES



UPDATE

MAY 2023



GENERAL

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

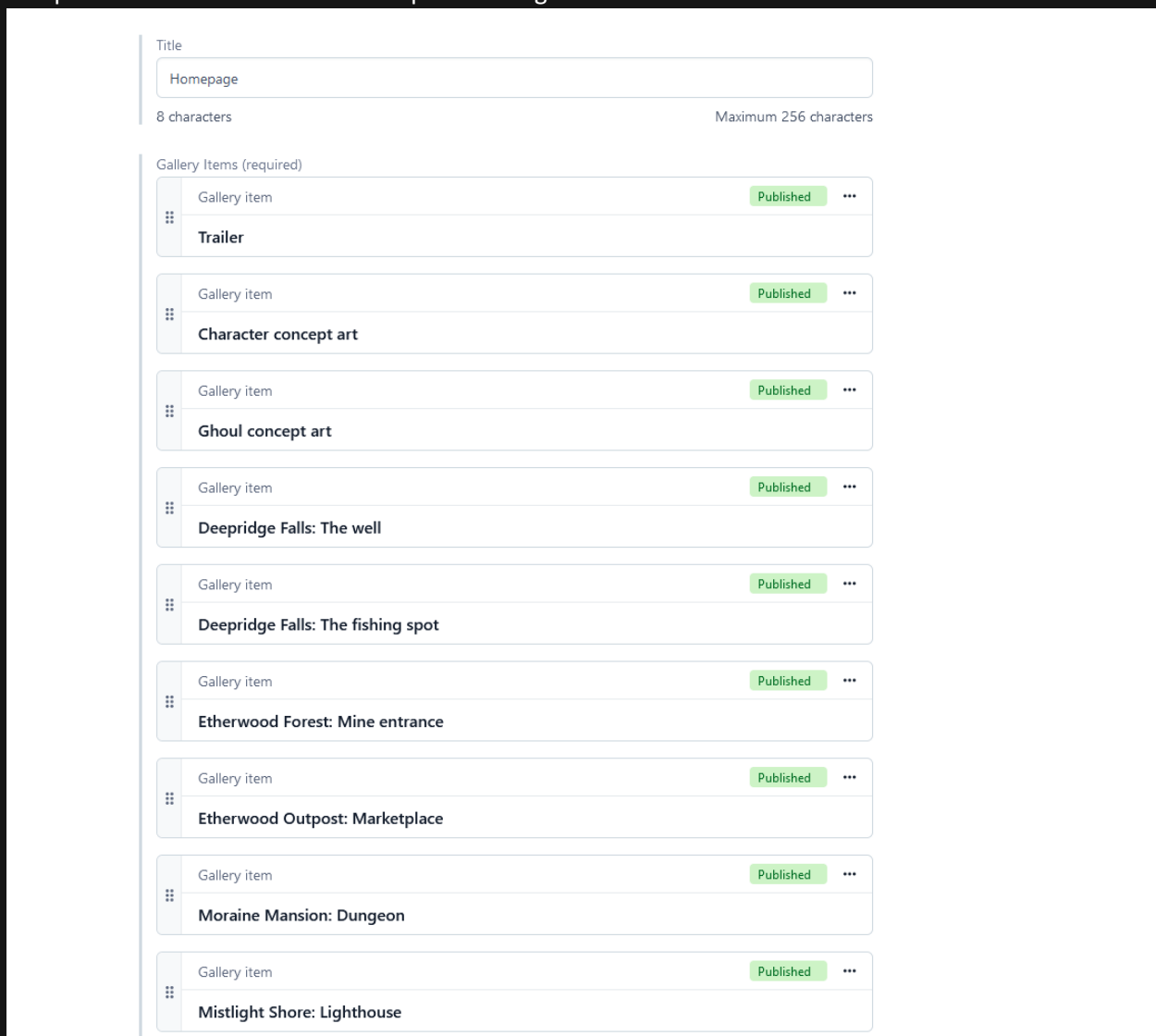
- Researched available pathfinding methods in Mistlight Dungeon.
- Created additional bots scripts to facilitate the use of both pylons and path nodes.
- New back-end of the Attic Box Games website.

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.

Attic Box Games Website

This month has been a lot of development behind the scenes. The Attic Box Games website got a complete backend overhaul. This helps us manage our content easier.



The screenshot displays a content management system interface for adding gallery items. At the top, there is a 'Title' field containing the text 'Homepage', with a character count of '8 characters' and a maximum limit of 'Maximum 256 characters'. Below this is a section titled 'Gallery Items (required)' which contains a list of nine items. Each item is represented by a card with a 'Gallery item' label, a 'Published' status indicator, and a three-dot menu icon. The items listed are:

- Trailer
- Character concept art
- Ghoul concept art
- Deepridge Falls: The well
- Deepridge Falls: The fishing spot
- Etherwood Forest: Mine entrance
- Etherwood Outpost: Marketplace
- Moraine Mansion: Dungeon
- Mistlight Shore: Lighthouse

Improved backend for content management

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 Marshes, added exit puzzle

Gameplay

- Doctor AI improved
- Mistlight Dungeon: Updated teleport location after Barrel cutscene
- Blackmill Marshes: Updated map puzzles

Sound

- Set Retrigger delay on blocked door sound

Miscellaneous

- New back-end of our website