# ABG Update, January 2021

Welcome to the second edition of our internal monthly update.
An easy way to have your work shared with the team, and the teams work shared with you!

📢 **General:**

- We have decided to make our meetings open to all our colleagues.
We think that your input matters in the development of the game, and that we provide you guys with enough opportunities to do so. So, whenever you see a meeting passing by in our WhatsApp chat please feel free to join in if you're curious. It could be just to listen in on what the other member(s) are up to.

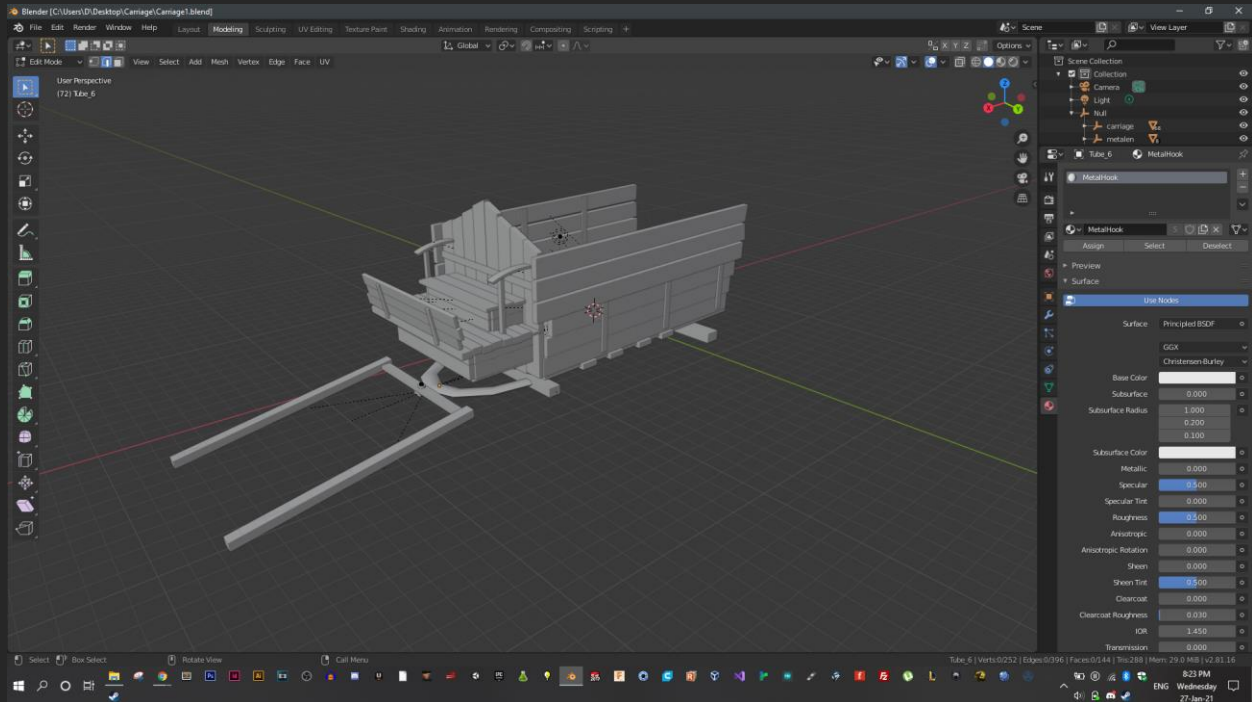- ABG Discord channel: [Join now](#) and claim your ABG Dev role!
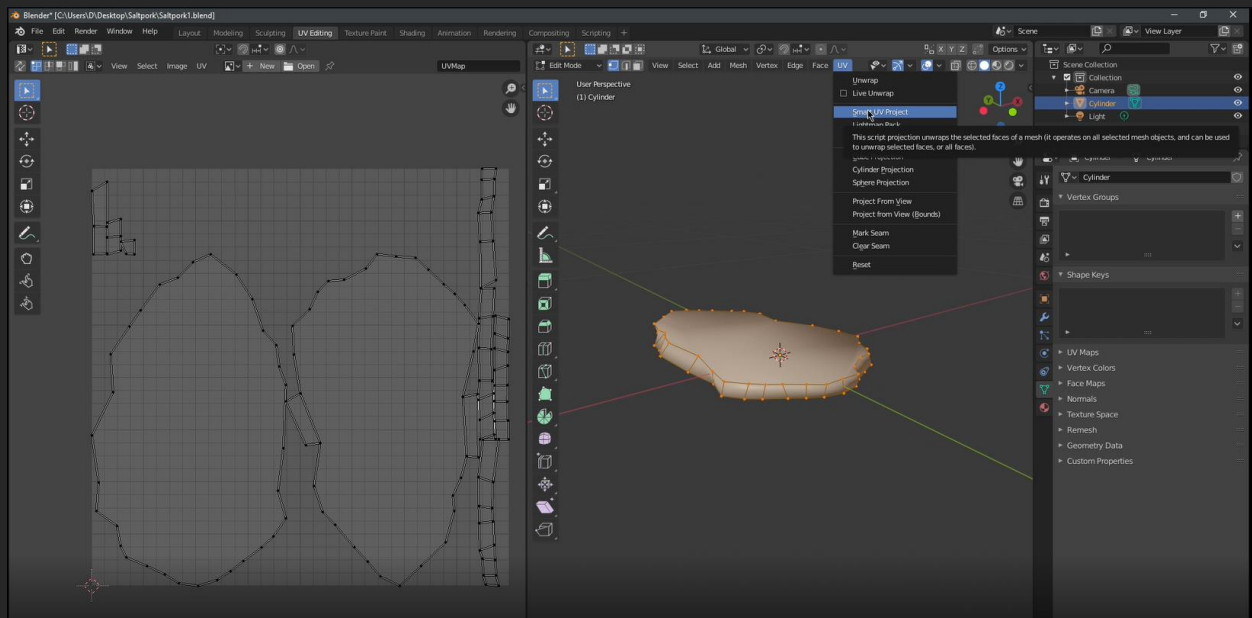
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💪 **Team Contributions**

**Ali:**

- Finalized his carriage. Which will be part of the opening scene of Etherwood Outpost. Nice work Ali!



- Enhanced his Blender skills through a workshop with Danny.

# ABG Update, January 2021

**Brian:**

- After last meeting, Brian started to focus on additional ambient sounds for each of the levels. Once the level are close to completion, soundscaping will be his next objective.

**Collin:**

- Increased density of houses in the Blackmill Lower map.



- Added storyline and Bible psalms to the church levels. The bible psalms reference Bible passages with subjects such as faith during sickness, science and medical elements. All of those subject involve elements that are present in the game.

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**Danny:**

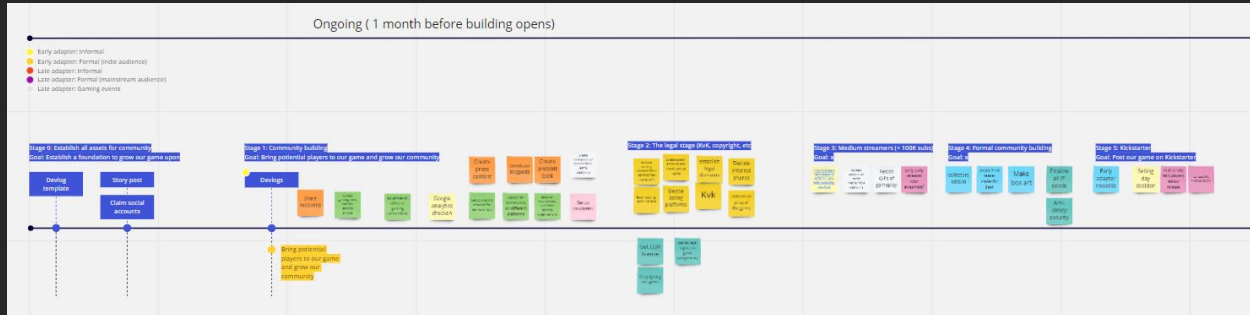- Finalized Blackmill Marshes foliage



- Imported carriage



- Started writing BlackMill Church storyline.
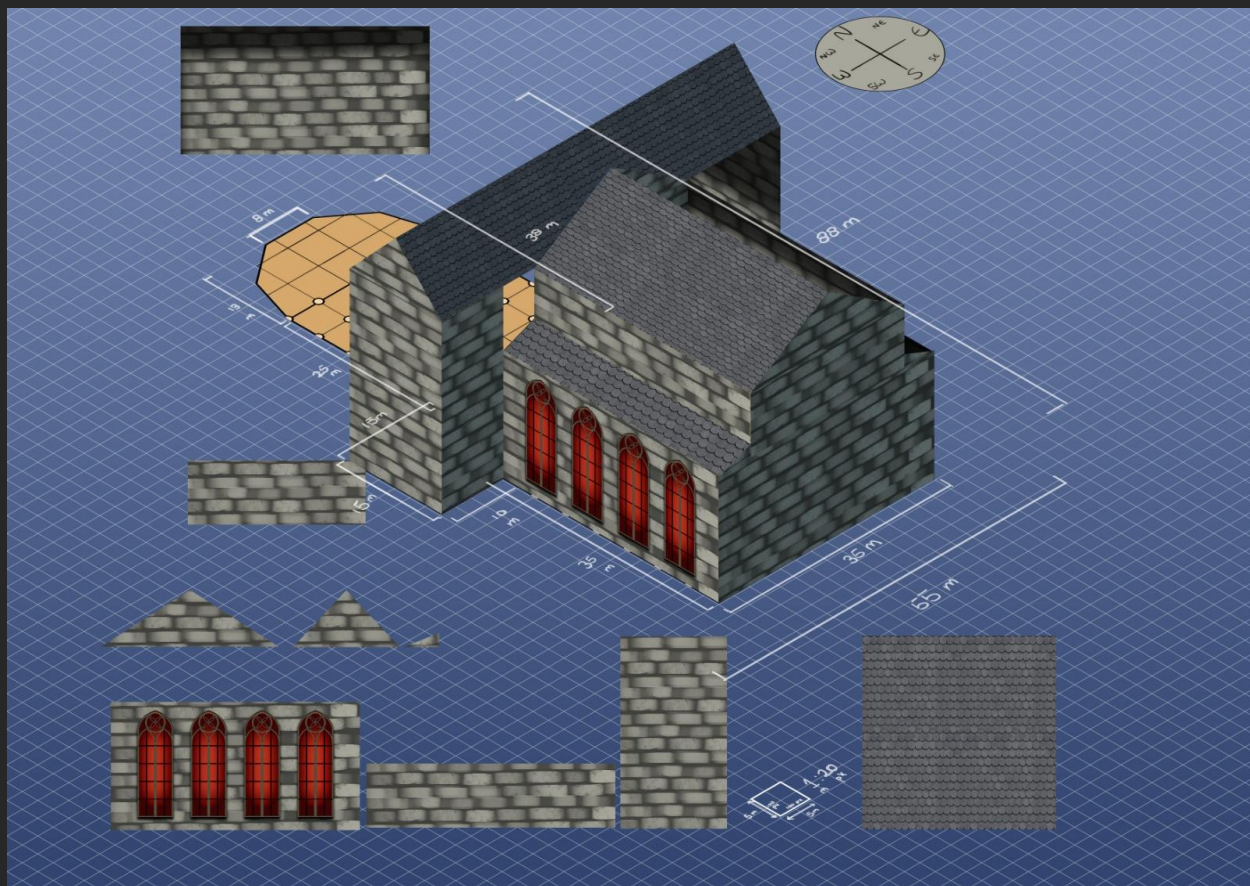
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**Gavin:**

- Focusing on the timeline, and requirements of the development of the game. Gavin has been a great asset in the branding of our game, and in really getting it out there once ready.



**Jimmy:**

- Creating concept art for the church of Blackmill. This structure will be at the center of the city, and visible from all parts of the region. The church will be based on the 'Grote Kerk' in Alkmaar.

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**King:**

- Currently afk, due to moving of house.

**Nick:**

- Gained further insight on storyline progression of the game, and has given thought about extra game-elements, such as the creation of new puzzles and/or side stories.

**Tom:**

- Implemented a brightness slider into the graphical options.
(Focused on functionality, not looks)



- Implemented developer commands, such as 'SetHealth 100' or 'tinderbox'.
These kind of commands will help us with testing, or unexpected situations.

- Started looking into the behavior of the 'Doctor' enemies.


THANK YOU ALL FOR YOUR EFFORT AND COMMITMENT TO ABG!
END OF NEWSPOST!