

ATTIC BOX GAMES
UPDATE
OCTOBER 2024



GENERAL

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

- Preparations for full game testing are in progress, many bug fixes and quality of life improvements this month.



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.

Gameplay Refinements and Bug Fixes

After running some in-depth playtests, we found a few bugs and made some adjustments to keep the gameplay feeling smooth and engaging. We have refined monster behavior, cleared up quests, and adjusted interaction with certain objects to make everything flow even better. Each little tweak is helping us bring the game’s world to life!

Stay tuned, as we are committed to making the game as polished and exciting as possible!

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

- Fixed bug which combined 2 tesseract parts into full tesseract.
- Improved first artifact part quest.
- Improved difficulty of platform quest in the mine.
- Increased findability of second artifact part.
- Increased findability of mansion entrance.

Gameplay

- Implemented a low health check on level start to show low health post processing.
- Mistlightmansion: Disable well bucket physics engine
- Mistlightmansion: Block well from entering
- Added mechanic that makes player more difficult to be detected when lantern is off.

UI

- Fixed bug which kept showing items as mergeable when game is closed or level switched with said item as mergeable.
- Matched ShowHUD value to LowHealth value (20)
- Removed Level name from loading screen.

Sound

- Added church bells SFX.
- Added fly swarm SFX to dead animals in Etherwood Outpost.
- Added heartbeat when low health (currently only in DeepridgeMine)
- BlackmillSewer: Improve ghoul anim timing at second ghouls.

Miscellaneous

- Added text prompt in Etherwood Outpost