

# ABG Update, February 2021

Welcome to the February edition of our internal monthly update.

An easy way to have your work shared with the team, and the team's work shared with you!

## **General:**

- We are excited to see that the meetings in our ABG Discord channel is met with positive reactions. It is always nice that people are interested in what the rest of the team is up to and every input is valuable. Therefore, keep it up!
- Lastly, we have divided the showcase of work into a highlights and a Devlog part. As we try to make the monthly update as compact as possible.



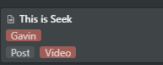
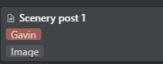
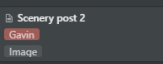
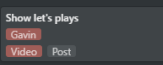
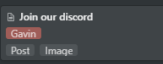
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## Team Contributions

Below you see the highlights of progress divided by subject that our team has done in the past month.

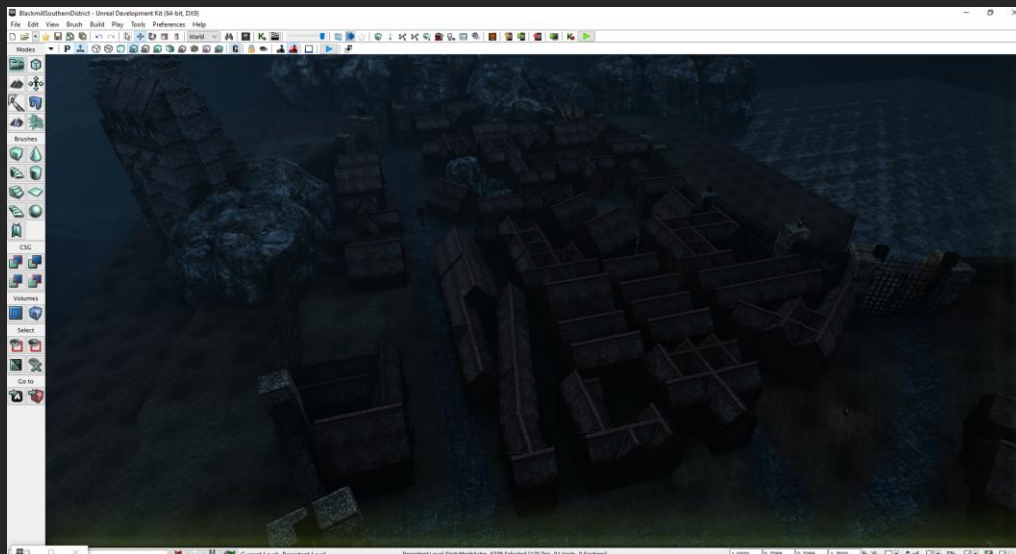
### **Business (Gavin):**

Last month we showed a rough timeline of the intended timeline for the development of the game mainly focused on marketing. This month we have started forming the timeline into a 'content calendar' for setting up dates for public relation releases. Gavin will supervise this transition.

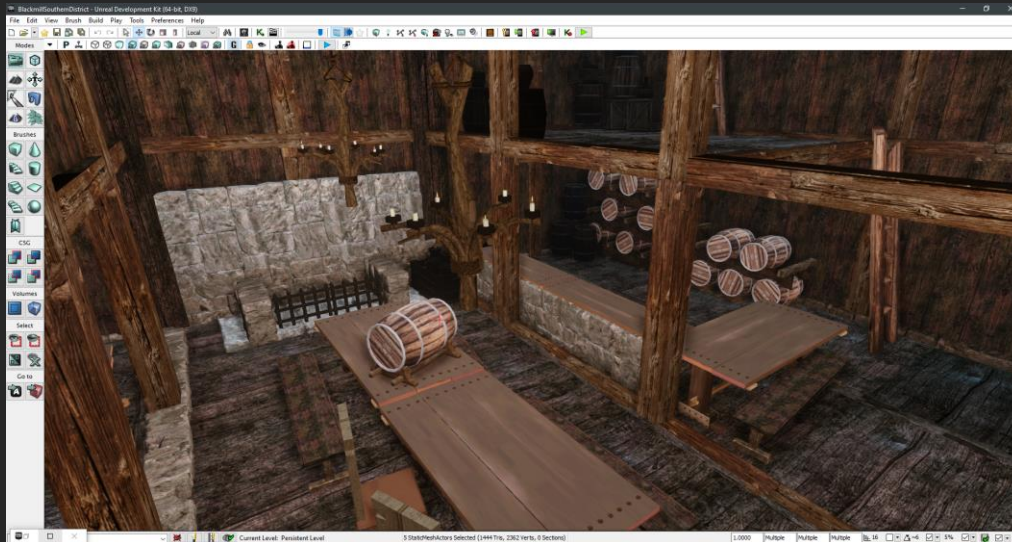
17	18	19	20
			
24	25	26	27
			
3	4	5	6
			
10	11	12	13
			
17	18	19	20

### **Maps:**

Progress continues on several maps, mainly Blackmill southern district and Blackmill marshes. Several houses has been added again and a tavern has now been decorated.

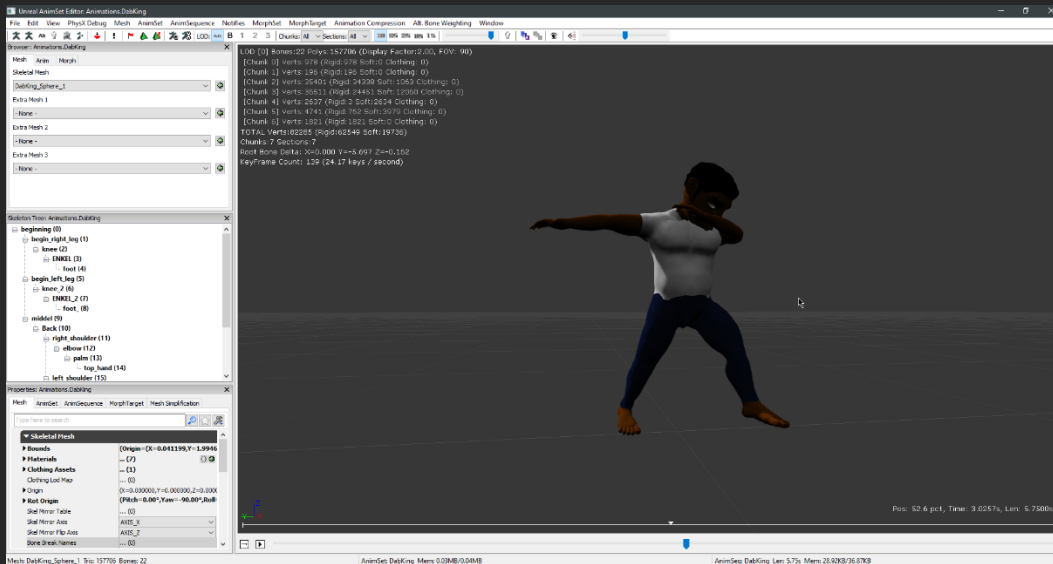


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## Models (Ali & King):

Our modelers started a joined project for the creation of the doctor model. As a proof of concept, they started on creating a simple model with a dab animation. They did this in order to test and streamline the complete workflow.



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## AI (Tom):

In participation of the doctor model, Tom has started ahead and worked on the Doctor AI. He has created an AI that now walks in a certain route (such as a square seen below) until it spots the player, it will thereafter chase the player. When the doctor lost sight of the player for a certain amount of time, it will resume back to their original route

```
48     if (AheadLoc == None) //theres nothing in front
49     {
50     }
51     else //theres something in front
52     {
53         if(bPlayerSeen==false){
54             GoToState('MoveAbout');
55         }
56         else{
57             GoToState('Follow');
58         }
59     }
60 }
```



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## 🔧 Devlog

### Quests , Puzzles & Maps

- Added Elderflower Cordial recipe puzzle in Etherwood Outpost

### Models

- Added metal tongs models
- Added clay pot, cucumber mesh
- Creation of additional prefabs such as set of wine barrels

### Gameplay

- Faster footstep sound when sprinting
- Created prototype doctor AI

### UI

- Graphical options save object, all available options will now be saved

### Sound

- Work has started on sounds for the atmosphere of different maps

### Miscellaneous

- Created test map for AI testing
- Added presskit to website
- Created "content calendar" for weekly PR updates.

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

