

ATTIC BOX GAMES
UPDATE
APRIL 2021



GENERAL

Welcome gentlemen, to the April 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!

- This month has seen a shift of focus, towards the creation of a fully playable, gameplay packed test build of the game. We want to start new testing rounds on the game with new players in order to check the flow of the current gameplay, and the balance in difficulty of the new bots. We also want to make this stable build for each one of our team members, just in case it is needed.
- This month also kicks off the creation of a new character; The Doctor. We have distributed the assignments of modeling, rigging and animating the new enemy, which will play a huge role of the challenges that the players will be facing. More about this later on!

★ 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. If your work shows up on this page you should be really proud of yourself.

MoCap session with Ali

I’m sure you’ve all already heard about it, but this was just too much fun to do!



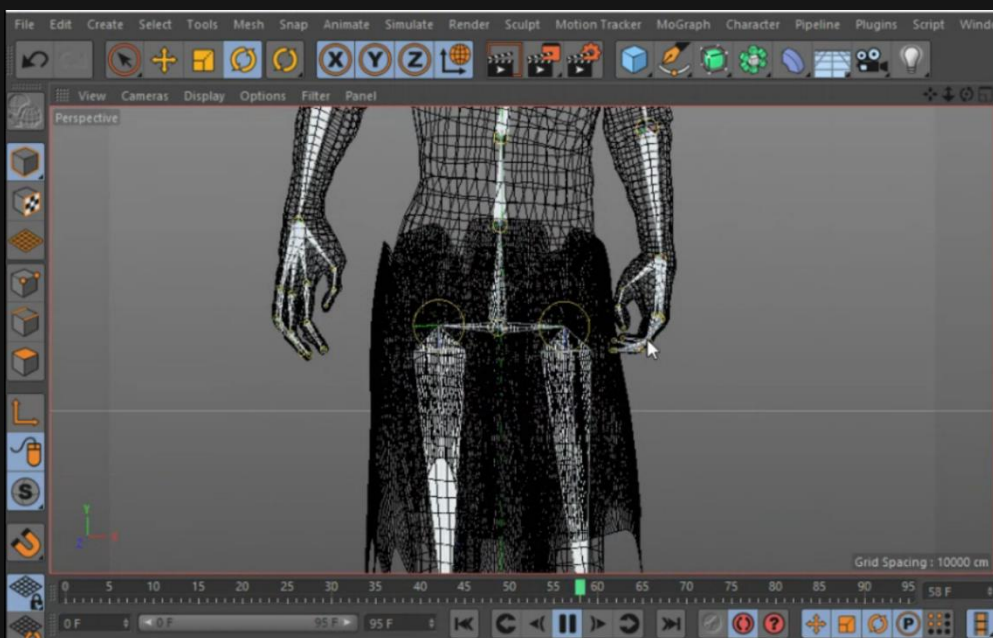
At the start of the month we have dressed up Tom as a doctor from Seek, and publicly let him make a fool out of himself by acting out all kinds of scenarios that will be included in the game.

Walking, running, jumping and swinging his stick. By making recording off all of these motions we have created a great reference for Ali to base his animations on. All of the little details and small movements can be seen, and created directly from these movies!

★ HIGHLIGHTS

New Ghoul Animations!

While the new model of the doctor is being created, Ali found some time to focus on retouching the outdated animations of the ghoul. He has been very productive this past month.



After mastering a new set of skills and practices, we've decided together with Ali to update all of the Ghoul's animations. All animations have new additional joints and movements, such as finger, jaw and spine movement.



★ HIGHLIGHTS

Doctors added to Deepridge Falls

We have implemented 2 test doctors into the real world. After a period of extensive testing in our test level, we have finally moved on and placed the enemies in one of our existing levels.



Both the colored paths are occupied by a doctor patrolling the area in a predefined path. They will break their pattern once they have spotted you and start chasing you on first sight.

First glances of the in game environment seem successful, and we are looking forward to test these beasts on real, unsuspecting players.

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

- Deepridge Forest: Improved the burning house cutscene;
- Etherwood Outpost: reduced lighting for a creepier atmosphere;
- Etherwood Outpost: removed barricaded door.

Models & characters

- New ghoul model is being created;
- New ghoul animations have been delivered;
- New lock and chain for gates.

Gameplay

- Deepridge Mine: Added emissive to puzzle handle;
- Apple, bottle and bread (pickups) have updated emissive textures;
- Disable debug sphere (location of sight) of doctors;
- Deepridge Falls: Added light to the test doctors.



DEVLOG

UI

- Healthbar overlap fixed;
- New Lantern in UI, which can toggle on and off;
- Added new/updated tutorials;
- Etherwood Station: Pick up icon on Elderflower note.

Sounds

- Added and reviewed a lot of walk, jump and landing sounds;
- Deepridge Falls: Reduced volume ambient sounds;
- Pursuit of Happiness: Reduced volume inventory sfx;
- Graphical options background theme started on open and close, has been resolved;
- Deepridge Mine: Apply wooden footsteps to scaffolds.

Miscellaneous

- Outpost: It's locked should include Damien's name;
- Outpost: Elderflower bush relocated;
- Outpost: Remove cutscene sfx from office;
- Mine: Fixed bridge ropes;
- Mine: Emissive updated on platform puzzle;
- Mine: Geobugs removed;
- Outpost: Removed godmode apple;
- Loading Hint: When in doubt, follow the light > When in doubt;
- Outpost: Elderflower note pick up text: Note added to your journal;
- Outpost: Pickup is empty bottle, pick up text is mackerel;
- Outpost: Elderflower bush has updated emissive material;
- Outpost: Lock on gate;
- Forest: Ambient sounds is no longer spatialized.