

ATTIC BOX GAMES
UPDATE
DECEMBER 2022



GENERAL

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

- We have received some updated textures for our doctor model, he looks great!
- The intro cinematic is showing its first results and it's breathtaking.
- We have improved a lot of our in-game notes, to better represent the day and age of the game.
- After a few months of coding, the script for the doctor chasing has been finalized.

We hope you've all had great holidays, and we wish everyone an amazing 2023!

🌟 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.

Updated Doctor Textures

New textures for the Doctor’s outfit have been implemented. The feather on his back look very cool and his battle staff got a nice upgrade as well.



Figure 1 Doctors current appearance

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Intro cinematic images

Below is one of the cinematic image which is going to be used for the introduction video of the game, The image contains multiple layers which will be animated using a parallax effect to replicate a 3D effect.



Figure 2 An artistic illustration of the Blackmill Marshes

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Improved in-game notes

Many of the in-game notes have been rewritten in order to better fit the day and age that the game is trying to portrait. This will enhance the immersion of the player and better suit the game.

“Allison,

I write to thee with news of strange happenings in the Deepridge Forest.

Of late, I have spied several men in black clothing trespassing in the forest at night. They appear to hail from Blackmill City and always bring a cart with a thick blanket covering its contents.

I have considered approaching these men to inquire as to their purpose in the Deepridge Forest. However, I now wonder if thou might know of their reason for frequenting these woods.

As an innkeeper in Blackmill, thou must surely be privy to certain information. It is most peculiar, as no one comes so often to these woods.

I did notice that they seem to head in the direction of the old mines. Please do contact me as soon as thou readest this letter.

Elias. ”

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”.

Gameplay

- Finalized path finding and behavior of bots.

Miscellaneous

- Attaching items to model socket via code.