

ATTIC BOX GAMES
UPDATE
AUGUST 2021



GENERAL

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

- After gathering feedback from the numerous test sessions that we've conducted in the past month, we've implemented a lot of quality of life improvements in various maps.
- We've been looking around to add more members to our team, and we came in contact with a potential new modeler, more regarding him can be found in the Highlights section below.
- A lot of our team members are enjoying their well-earned vacation, we strongly advise you to take your rest!

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.

Trial assignment

We’ve come in contact with a potential new modeler that wishes to join our team. Our first meetings came out positive and we’ve given him a trial assignment of a few models, to see whether he is up for the task.

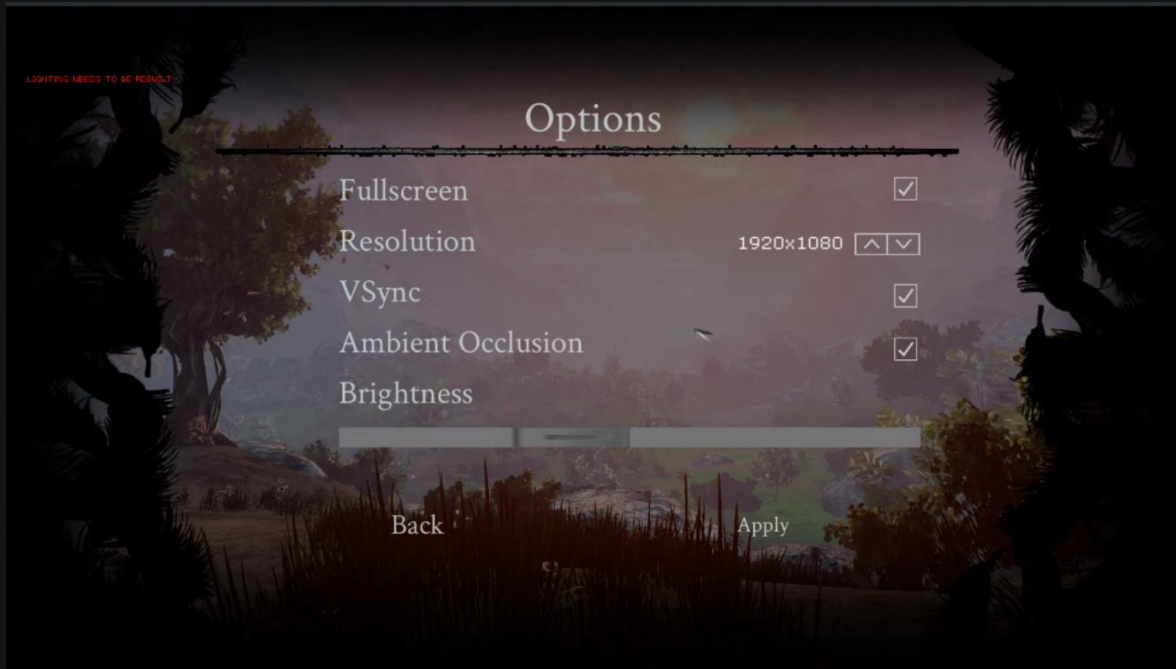
A preview of the first assigned model can be seen below. More info about the outcome will be given later in September!



HIGHLIGHTS

Option menu

The game finally has a fully operational option menu implemented. The game can be adjusted to suit the player preferences, such as brightness or resolution size, mid-game or from the main menu. This is still a basic version and we are still implementing changes to it, such as upgrading the graphic design.



Rotation mechanic

We've implemented a rotation mechanic in the game, you can now rotate the object you're holding with the arrow keys on your keyboard. This will help the player to place their object at the preferred angle, which can help a lot with a variety of puzzles we've implemented.



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

- Shortened ThePursuitOfHappiness intro cutscene.
- Homecoming note in journal removed in passage.

UI

- Applied resolution check on startup.
- Implemented 'Options' menu.
- Mirror pickup hand to represent the left hand.

Sound

- EtherwoodOutpost: Added pickup sound when picking up bear and note during opening cutscene.

Miscellaneous

- Fixed low resolution texture bug across the game.

DEVLOG

Maps

Passage

- Crate can block entrance cave;
- Object move trigger activation set earlier;

Valley

- Tip for open inventory set after etherwood station as it was irrelevant in the map: the pursuit of happiness.

Outpost

- Now shows hand on various objects;
- Pickup sounds added on notes;
- Specular on windows adjusted;
- Removed Drawers;
- Bottle are now fillable by water pumps;
- Object reward added behind fallen tree;
- Removed damage volume at gatekeeper house;
- Made door handle more visible at gatekeeper house;
- Made planks broader for plank puzzle (more like walking plank);
- Removed emissive on gate;
- Fixed bug where certain crates in main hall couldn't be picked up;
- glowing window suggested something which isn't there, removed glowing window;
- Distributed more elderflowers in map;
- lock at end gate still had hand for no reason, removed hand;

Forest

- Fixed bug: Three buckets glitch at mine entrance;
- Fixed bug: glowing empty elderflower bushes;
- Fixed bug: glitches burned house;
- Fixed bug: Picked up tesseract part not visible in inventory;
- Fixed bug: Floating bricks in burned house;
- Added collision burned house;
- crane invites interaction, now added text message that crane is jammed;
- Gate did not say "You shall not pass" – Gandalf.

DEVLOG

Maps

Mine

- Fixed bug: Blockade did not say it can't be passed;
- Fixed bug: Elderflower bushes had emissive;
- Fixed bug: Platform showed pickup hand for no reason;
- Added reward at 2nd donut rocks above;
- Fixed bug: Not matching tesseract model with graphic in inventory;
- Added end of chasm light source to show direction;
- Added more in game direction which platform player has to raise;
- Added reward above the 2nd rune essence rocks scaffold;
- Fixed bug: Barrel at ridge has no base;
- Tesseract now needs to be picked up in order to leave the level;
- Fixed bug: Barrel at little cave bounces the player;
- Adjusted crate and barrel sizes;
- Mine cart can now move;
- Added collectible past crane.

Falls

- Added damage volumes;
- Adjusted end scene font;
- Added light at the end of the bridge;
- Adjusted fire at brazier;
- Removed access to well as it could be used to dodge ghouls;
- Fixed bug of floating fence.

Blackmill Southern District

- Decorated various houses.