

ATTIC BOX GAMES



UPDATE

JULY 2022



GENERAL

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

- The first week of this month we've spend a significant more amount working then regular, this paid off nicely. See all updates down below.
- The collaboration with our newest crew member Rembrandt has been very pleasant and efficient. Rembrandt shares our vision about the game and fits right in. Happy to have you aboard!
- Texturing of the doctor model has kicked off. While King is figuring out the textures for the doctor character, Ali will start creating animations the horse.

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.

Started the Seek introduction cinematic



Art created by Rembrandt van Leeuwen as part of the Seek introduction cinematic.

The introduction cinematic will be played at the start of the game. It will give a brief explanation about the setting of the game, the history of Blackmill and the character that you are playing.

The image will be animated in a parallax motion, while a narration explains the images being shown.

We hope to give the player a better understanding of the character they are playing and the objective of the game with this.

HIGHLIGHTS

Blackmill Church



Current state of the Blackmill church, one of the town landmarks.

Development of the church at the center of the Blackmill has started.

The church of Blackmill stands out as one of its biggest landmarks. Peeking high into the sky the church served as a viewpoint over the town and the surrounding area.

During the course of the game the church will be confiscated by the Rosicrucian Order and will host many other, more sinister, purposes.

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

Pursuit of Happiness

- Finalized cutscene

Deepridge Forest

- Added basement section

Blackmill Southern District

- Added more decoration

Blackmill Western District

- Added more decoration
- Added main entrance to the Town’s Guard Quarters

Blackmill Stronghold

- Started the final map of the game; Blackmill Stronghold

DEVLOG

Models

- Added a ship
- Added a book case
- Started texturing the Doctor

Gameplay

- Updated Bot Pathfinding