

**ATTIC BOX GAMES**  
**UPDATE**  
**AUGUST 2022**



## GENERAL

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

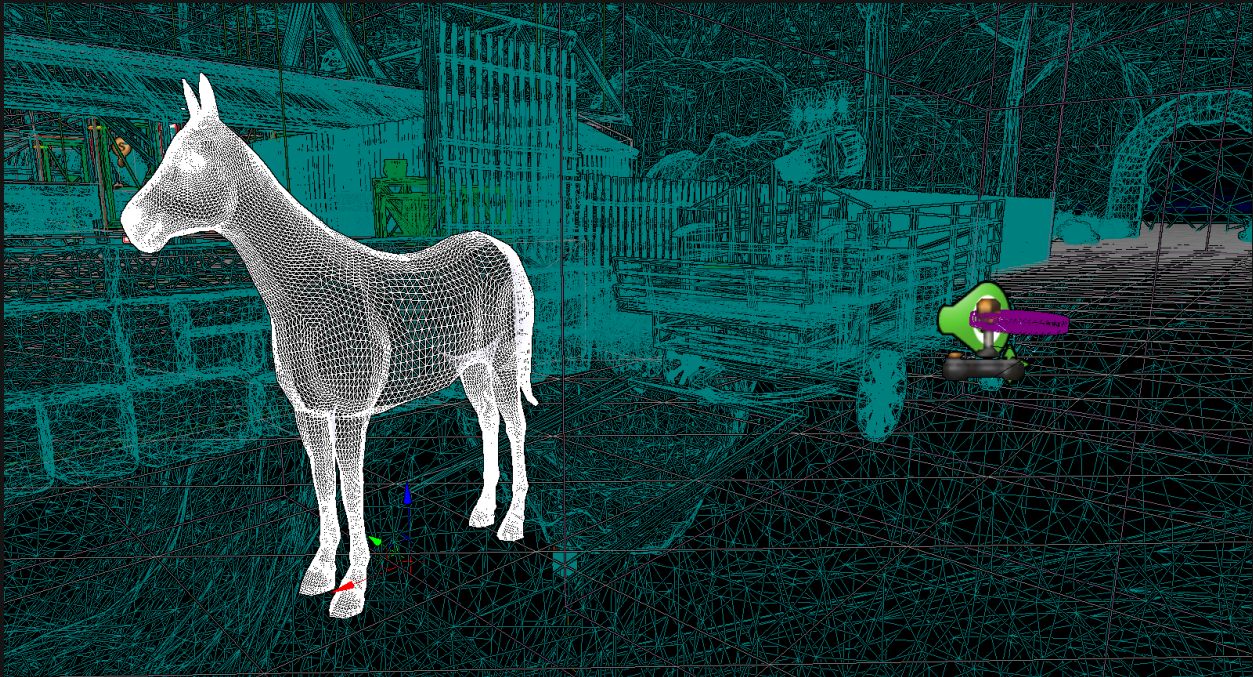
- The development of the northern and southern districts of Blackmill are well under way. The places are getting filled with content across the streets.
- Quality of life changes has been made in the settings menu of the game. Now with adjustable mouse sensitivity support.

## ★ 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.

### Horse added

Look at our horse, our horse is amazing.



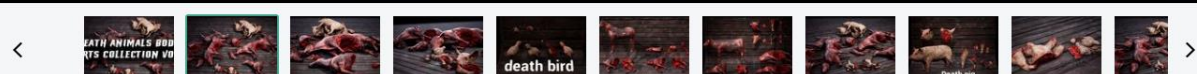
## Body parts

Our horror game was missing some key components! Human and animal parts, now being added throughout the game

2/16



2/42





# 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

- Physicsgun automatically drops item when opening any menu
- Added mouse sensitivity
- ThePursuitOfHappiness: Improved cutscene timing
- Created custom volume detected by DoctorPawn, keeping the doctors out of houses.

## Miscellaneous

- Added scale variable to actor factory



# DEVLOG

## Maps

### ThePursuitOfHappiness

- Improved environment decorations of cutscene

### BlackmillNorthernDistrict

- Added laddervolume to side of church
- Added Doctors

### Blackmill Southern District

- Added ladder volumes houses
- Added decoration houses
- Added tinderboxes & Lantern Oil