

ATTIC BOX GAMES
UPDATE
JANUARY 2022



GENERAL

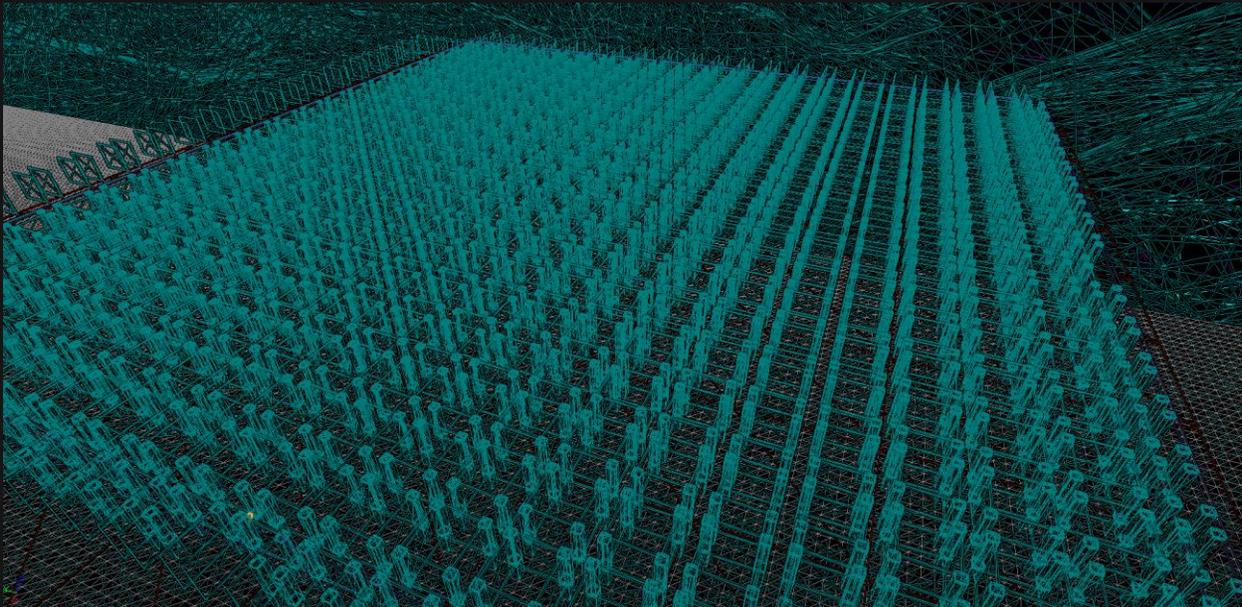
Welcome, to the January edition of our monthly update. An easy way to follow the game's progress every now and then.

- Our main focus has shifted back to level development. After a lot of bugfixing in the existing levels we are happy to start creating the final levels of the game.
- Our website has received an overall functionality upgrade, streamlining the user experience to be smooth and intuitive.

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.

Sneak peek The Pursuit Of Happiness cutscene.



We are busy improving the cutscene at the end of The Pursuit Of Happiness level. As this is one of the very first cutscenes, and an important step into the actual game.

The image above gives a little hint to what might come.

HIGHLIGHTS

Continued expansion of the Blackmill Sewer map.



The Blackmill Sewer level is taking shape rapidly. Using pre-fabricated chunks we are able to quickly generate new tunnels and structures.

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”.

Miscellaneous

- Bugfix screen resolution to be set from settings save on level start.
- Updated the lighting in the Mistlight Passage Cave.
- Upgraded texture of bushes Mistlight Passage.
- Increased render distance in The Pursuit Of Happiness.