

ATTIC BOX GAMES



UPDATE

MARCH 2022



## GENERAL

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

- **Release ready on 31th of December 2022**

We have decided that we are going to aim for a “release ready” version of the game by then end of this year, 31th of December. Looking back at all that we have achieved together, it is safe to say that there are no big, unknown knowledge gaps in the game mechanics anymore - unlike before. A few of these examples are: the model/animation of the doctor, AI of the monsters and the overall storyline.

To be clear, this will NOT be our release date. The actual release date will be determined later on. Timing the release of our game, doing market research, building up the user base, etc. is extremely important as we want to avoid things like; releasing at the same time as a big blockbuster games such as Elden ring, Amnesia 4 and Outlast 4.

- **Weekly dev-sessions on Discord**

To support the development process, we have decided to hold weekly dev-sessions on Discord. These dev-sessions will be every Wednesday afternoon after 17:00 until whenever we feel like going to sleep. Of course everybody is welcome to join/leave these sessions whenever they want to. You can expect Collin, Danny or Tom to be there most of the time.

- **Animecon 2022**

Now that the pandemic measures have been lifted, J-POP has invited us to showcase our game again. This time, Animecon will be held on 10-12th of June in the “Broodfabriek” in Rijswijk. Of course, we will be there to see how players try to beat our game and fail miserably. So if you want to join us, please let us know! We have a few tickets for a reduced fee (25 instead of 35 euro's) if you plan to go - just PM us if you're interested.

# 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.

## Added 50+ models



We have recently added 50+ assets to our game. The models vary from bookshelves and windows to fishnets and pots.

## Doctor model added to the game



The new Doctor model has been successfully added to the game, and is now roaming Blackmill Falls. Currently we are upgrading the manner of assigning animations, in order to gain better control over transitions.

# 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”.

## Quest, Puzzles & Maps

- No updates

## Models

- Doctor jump animation has been added, but needs to be upgraded
- Doctor walk animation has been added, but needs to be upgraded
- Figured out how to change rotation of imported 3d character within UDK
- Figured out how to attach an object to a 3D character within UDK
- Added 50+ models

## Gameplay

- No updates

## UI

- Updated KeyboardLayout tutorial
- Updated Rotation tutorial
- Updated Food & Inventory tutorial

## Sound

- Fixed a bug in “The Pursuit of Happiness”
- Recorded first voice acting session for “The Pursuit of Happiness”

## Miscellaneous

- No updates