

ATTIC BOX GAMES
UPDATE
MARCH 2023



GENERAL

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

- Blackmill Stronghold, one of the final levels, continues to grow rapidly. Check out the Highlights section for more!
- After multiple test runs, a lot of new polishments and fixes have been implemented to smoothen out the overall gameplay.

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.

Blackmill Stronghold

Amazing improvements have been made to Blackmill Stronghold. Hideout and meeting point for a large amount of Doctors.



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

- Bug fixed crash on sliding mouse sensitivity and brightness.
- Bug fixed with disappearing ground after resolution switch.
- Added pylon volume to MistlightDungeon, Blackmill SouthernDistrict and MistlightFalls.
- Added checkpoints to save games.
- Removed damage from ThePursuitOfHappiness.
- Updated Elderflower pickup to display pouch.
- Added ‘F to exhaust lantern’ functionality.
- Removed crosshair from cutscenes.

Miscellaneous

- Added default brightness value.
- Added default mouse sensitivity value.
- Updated ‘Exit to Menu’ button to differ between demo and full version.