

ATTIC BOX GAMES
UPDATE
NOVEMBER 2024



GENERAL

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

- This month has had a big focus on implementing upgrades based on the latest beta test. After listing all fixes needed for smooth gameplay we started to tackle them one by one.

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

- Fixed ocean plane bug in Mistlight Shore
- Added market in Blackmill Western District

Models

- Upgraded Blackmill North Church materials
- Improved tinderbox visibility in Mistlight Shore

Gameplay

- Optimized pylon for ghouls pathfinding in Blackmill Sewers
- Added more food to Mistlight Shore
- Added water volume to fountain area for quest in Mistlight Mansion
- Make bucket unkickable in Mistlight Mansion
- Added extra monologue to clarify quest in Mistlight Mansion

Miscellaneous

- Upgraded Low Health post processing
- Changed lowhealth trigger from 20% to 30%
- Added locked door mechanisms in Mistlight Shore