

ATTIC BOX GAMES
UPDATE
SEPTEMBER 2022



GENERAL

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

- Creating more content; We are currently focusing on creating more content such as levels, notes and puzzles for the game.
- Refining the AI system; With the discovery of the "Navigation meshes" system we are able to create better pathfinding for the ghouls and doctors.
- Doctor texturing; The first version of the doctor's texture is done and will be improved later on this month.
- Intro cinematic; Things are progressing well and we have reached about 25% of the cinematic script.



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.

Navigation meshes



Not too long ago we have discovered something called “Navigation meshes”, which can be described as volumes that the AI can use to calculate the path they need to travel towards the player. These navigation meshes improve the pathfinding ability of the doctors and ghouls in comparison to the pathnodes the game used before. We are now fixing some last bugs before implementing it to the complete game.



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First version Doctor texture



The first version of the doctor’s texture is done and this is the result so far! This render showcases the base layers of the texture (material, color, etc.), not the final product. For the upcoming month, the textures will be updated with the finishing touches such as wear and tear of the cloth and other aging properties such as dirt and filth.

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Cinematic intro status



Take a look at our most recent addition to the scenes of our cinematic intro; the world map. We really like how the objects on the sides really add to the aesthetic of the whole scene.

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

- Added note13 to DeepridgeForest.
- Added animal gore scene in Etherwood Outpost.

Models

- Added first version of doctor texture.
- Fixed horse texture bug.
- Added horse reins to horse carriage.

Gameplay

- First tests with “Navigation meshes”.

UI

- Fixed typo in Journal.