ATTIC BOX GAMES
UPDATE
MAY 2024

📢 GENERAL

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

- This month our focus remained on the preparation for the more extensive test plays. Steadily finalizing our to-do list of final fixes and implementations.
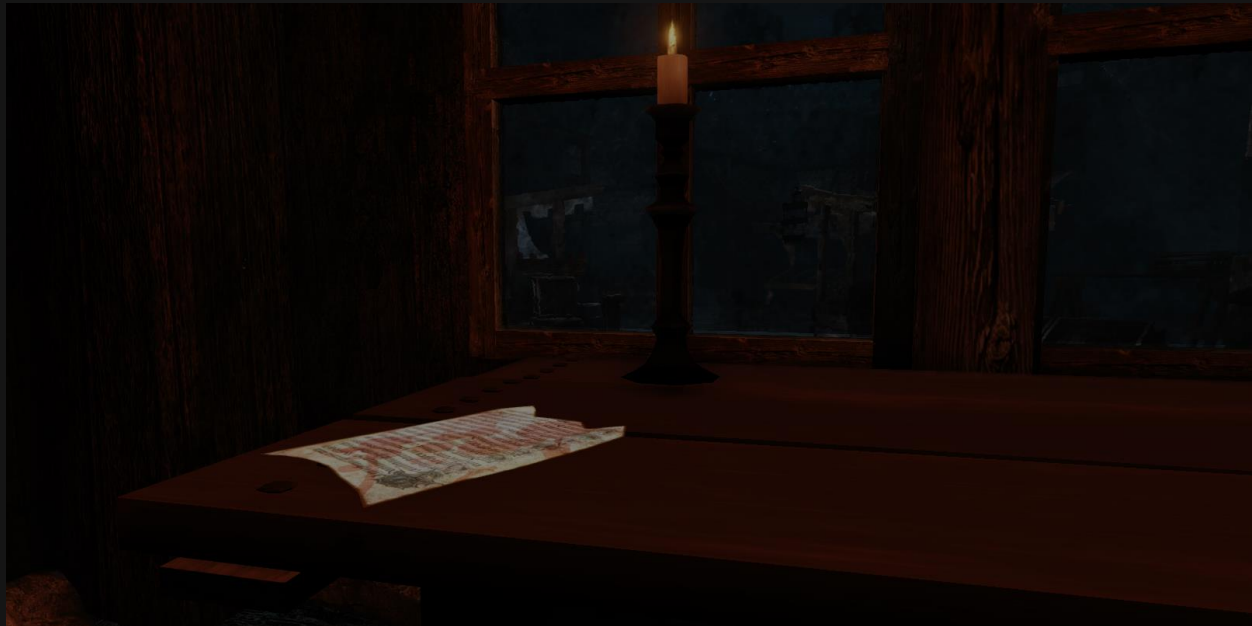
✳ HIGHLIGHTS

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.

Completion of Blackmill Soutern District Main Questline

The main questline for Blackmill Southern District is now complete. This involved creating an objectives list to effectively guide players through the story. To enhance the area's immersive atmosphere, ambient sound effects and a theme soundtrack were also added. Additionally, the city gate has been closed off to prevent players from seeing through it.

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New Sound and Ambient updates

Several locations received significant sound design updates. In Etherwood Outpost, the ambient sound was adjusted to avoid overlapping, and the falling sound on spawn was muted. Ambient sounds were added to both Blackmill Marshes and Blackmill Southern District to enhance their immersive environments. These sound updates are crucial for improving the overall mood and immersion of the game.

⚙ 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

- Blackmill Southern District: Create objectives list
- Blackmill Southern District: Main questline completed

Gameplay

- Disabled damage physics volume in Deepridge Forest Basement
- Created invisible static mesh with no falling sound.
- Add all note pick-ups to Blackmill Marshes.

UI

- Muted falling sound on spawn Etherwood Outpost.
- Updated ambient sound in Etherwood Outpost in order not to overlap.
- Added ambient sounds to Blackmill Marshes.
- Blackmill Southern District: Add ambient SFX.
- Blackmill Southern District: Add theme soundtrack.

UI

- MistlightDungeon: Hide player arm and lantern on level switch
- Blackmill Marshes: Update lantern.
- Blackmill Sewer: Added more foliage.
- Blackmill Southern District: Removed the iron guard scale reference object.
- Blackmill Southern District*: Close off the city gate so the player cannot see through it.
- MistlightPassage > ThePursuitofHappiness: Decreased intensity of bright flash.
- MistlightMansion: Add Load Checkpoint at startup.
- BlackmillMarshes: Add Load Checkpoint at startup.
- MistlightShore: Set oil 0 at startup.
- Etherwood Outpost: Set Health 100 at startup.
- Mistlight Mansion: add damage volume to outside area.
- Deepridge Falls: Fix save game icon on startup.