

ATTIC BOX GAMES
UPDATE
MARCH 2024



GENERAL

Welcome, to the March 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.

Finalized the main quest at Mistlight Mansion

In the mansion near Mistlight Shore, the key to the cellar got lost. This cellar contains a secret only known by you and your brother. Can you locate the key?



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 objective list to Mistlight Mansion.
- Added functionality to merge Tesseract components into full Tesseract.

Gameplay

- Resolved a bug with twitching crouch functionality.
- Added a condition preventing the player to light his lantern in water.
- ThePursuitOfHappiness: Added Low Health postprocessing.

UI

- Added Bucket.
- Added Bucket of water.
- Added objectives list to Mistlight Mansion.