ATTIC BOX GAMES UPDATE **JANUARY 2024**



GENERAL

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

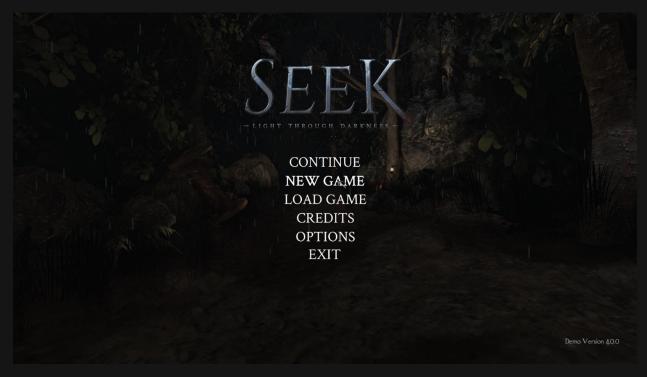
As we kick off the year, our game development journey has hit full throttle. We have expanded our world with richer lore, added exciting content, and waged war against bugs for a smoother experience. Below you will find a sneak peek and the whole list of stuff we have added this month. Enjoy!

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.

Test demo version 4.0

In the world of game development, it has a given that you have to put your creation to the test every now and then. Right now, we are in the works of cooking up a solid test version of the game, loaded with a bunch of diverse maps to really put it through its paces. The plan is to throw it into the hands of a whole bunch of testers who can give it a good run, share their thoughts, and dig out any sneaky bugs that might be lurking. It is all part of the process to fine-tune the game, making sure it's smooth sailing and top-notch for when it finally hits the scene.





Lantern and Heart

We've jazzed up the UI to give you a better heads-up on what's what. Now, when you dive into the inventory menu, you'll spot a cool lantern and heart icon chillin' on the status bars. These bad boys aren't just for show — they're there to dish out quick deets on your in-game situation. It's all about keeping it breezy and user-friendly, making your gaming time smoother and more fun.



₩ 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

- Finished questline in BlackmillMarshes.
- Add objects (lantern and heart) to status bars. (D/T)
- Making map testready: Mistlight Passage
- Making map testready: Pursuit Of Happiness
- Making map testready: Etherwood Outpost
- Making map testready: Deepridge Forest
- Making map testready: Deepridgee Mine
- Making map testready: Deepridge Falls
- Added "Mark 1:32-34" lore.
- Added "Strange happenings" lore.
- Added "Coal found" lore.
- Added "Help!" lore.
- Added "Escaped child" lore.
- Added "An unknown disease" lore.
- Added "Doctor's scribbles" lore.
- Added "Goodbye..." lore.
- Added "Romans 8:16-17" lore.
- Added "A desperate request" lore.
- Decorated School building in BlackmillNorthernDistrict
- Updated Gate puzzle in EtherwoodOutpost
- Added horse collision in EtherwoodOutpost
- Deepridge Falls: Added rum and cloth to the "Why is the rum gone" sidequest reward.
- Deepridge Falls: Added note to "Why is the rum gone" sidequest. Explaining how the emerald crystals got stolen.
- Deepridge Falls: Fixed level switch.
- Mistlight Shore: Added dialogue "Damien: I should build a fire before I freeze to death.".
- Mistlight Shore: Fixed no oil bug since Damien fell into the water.
- Mistlight Shore: Added blocking volume to the gate and secret entrance until the player has built a fire.
- Mistlight Shore: Added dialogue "Damien: Damn it, I lost my lantern."
- Mistlight Shore: Corrected level switch to "Mistlight Mansion Upstairs" level.
- Mistlight Shore: Removed low-poly and low-res haybales before the mansion gate.

Models

Deepride Forest: Fixed artifact size/blur

Gameplay

- Pursuit Of Happiness: Removed extremely lit waterfalls in nightmare scene.
- Pursuit Of Happiness: Increased the timing/speed of water level rising in the nightmare scene.
- Pursuit Of Happiness: Removed glitch in cutscene.
- Pursuit Of Happiness: Fixed weird watervolume in the nightmare scene.
- Deepridge Forest: Added light to Aeris' house basement.

UI

Added objects (lantern and heart) to status bars.