

**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.



# 🌟 HIGHLIGHTS

## 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: Deepridge 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.