

ATTIC BOX GAMES
UPDATE
DECEMBER 2021



GENERAL

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

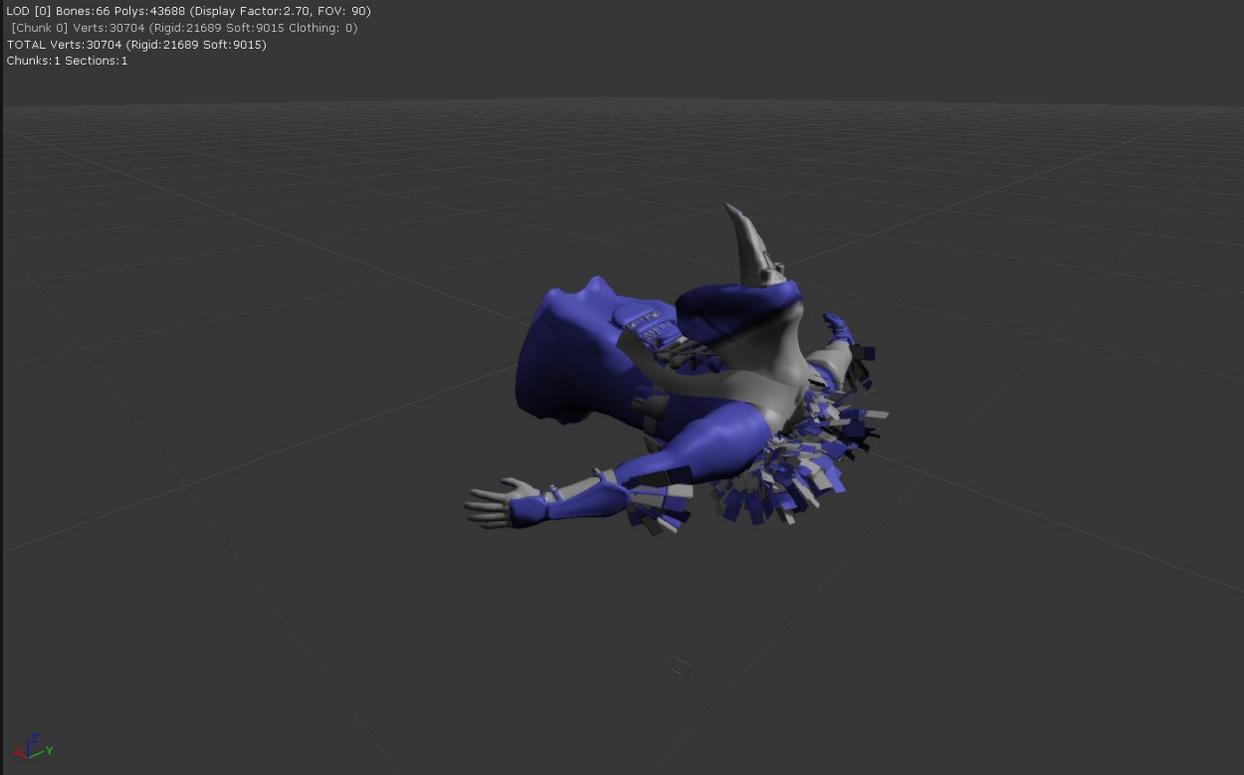
- New ABG merchandize has been bought! Contact us if you want another hoodie for yourself or your friends!

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.

Importing the Doctor

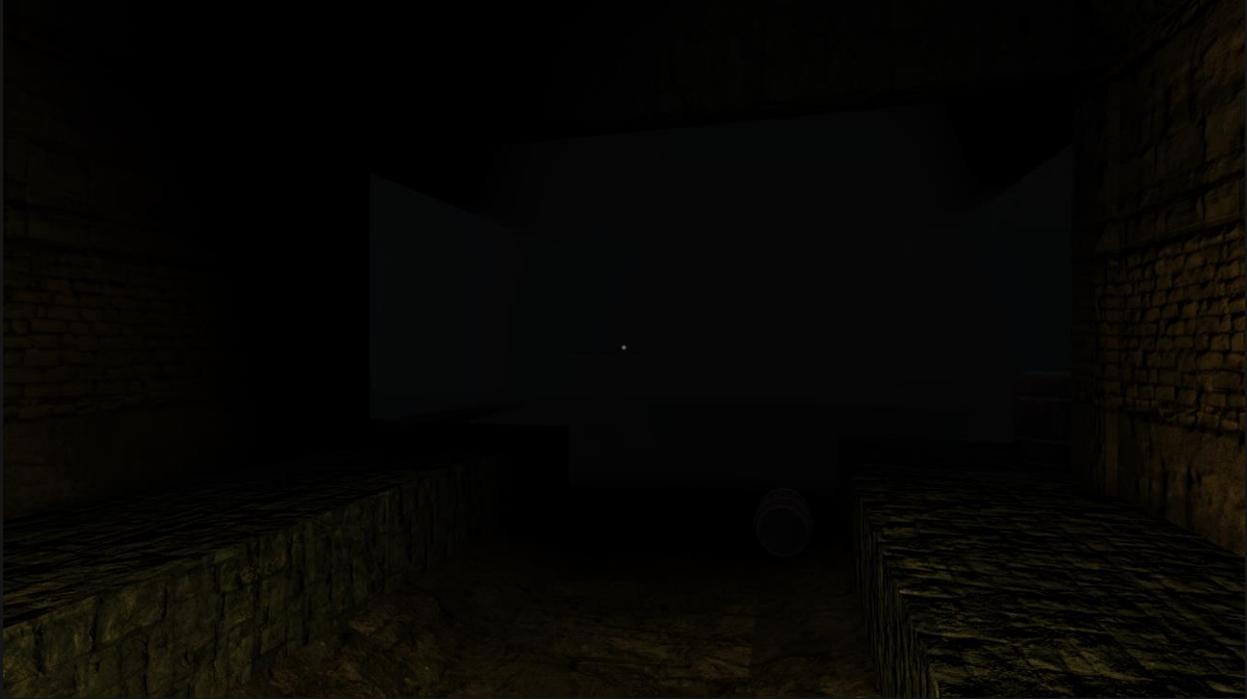
LOD [0] Bones:66 Polys:43688 (Display Factor:2.70, FOV: 90)
[Chunk 0] Verts:30704 (Rigid:21689 Soft:9015 Clothing: 0)
TOTAL Verts:30704 (Rigid:21689 Soft:9015)
Chunks: 1 Sections:1



Importing the model did not go as smoothly as we had hoped. On import, the model tilts 90 degrees backwards as shown on the image above. But luckily, during a dev-session we successfully fixed this bug!

HIGHLIGHTS

Blackmill Sewer



The modular building blocks for the Blackmill sewer map are done. These building blocks will help to speed up the map development process.

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”.

Models

- At the Doctor model import, somehow the model is displayed sideways after importing. This bug has been fixed.

Gameplay

- No updates.

UI

- No updates.

Sounds

- Added breathing SFX when running.

Miscellaneous

- ThePursuitOfHappiness final cutscene’s voice-acting script has been finalized. The voice-acting session however, has been postponed.