

ATTIC BOX GAMES
UPDATE
APRIL 2024



GENERAL

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

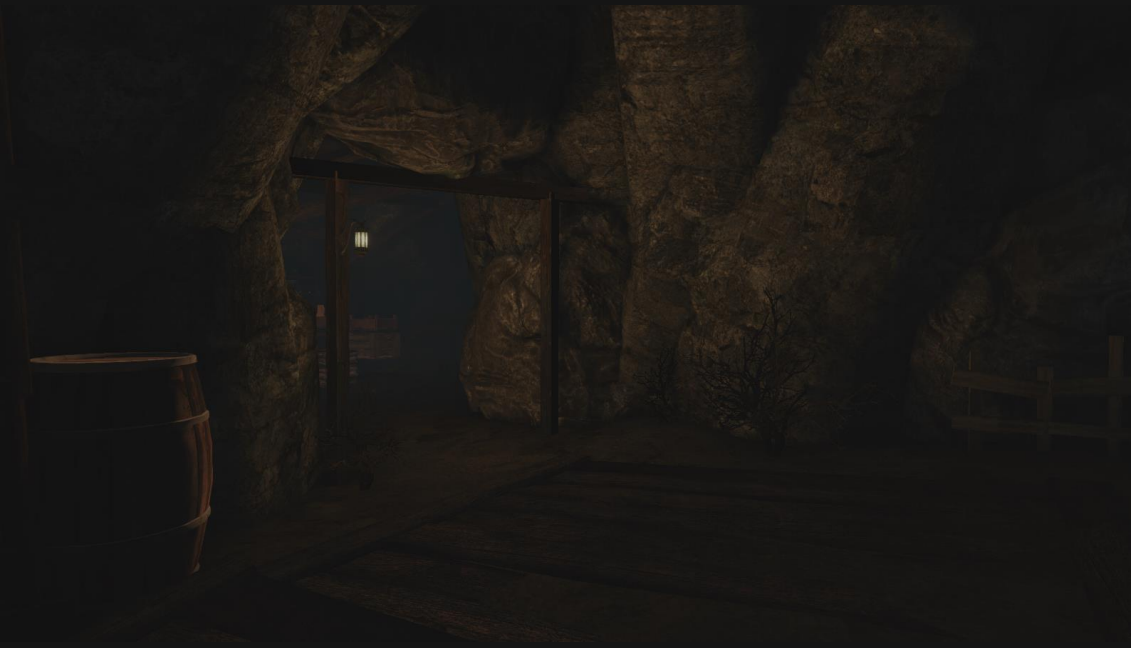
- In preparation of the full game test we have been implementing more content and fixes to the game.

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.

Load Game Graphics

We have added the remaining graphics to the Load Game Menu, displaying the location of each saved checkpoint for easy recognition.



Load Game Graphic - Deep Ridge Mine

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”.

Gameplay

- Added Clear Inventory command on end of The Pursuit of Happiness.

UI

- Added load game image for
DeepridgeForest2
DeepridgeFalls1
MistlightMansionUpstairs
MistlightMansion
BlackmillMarshes
BlackmillSewer1
BlackmillSewer2
BlackmillSouthernDistrict
BlackmillEasternDistrict
BlackmillNorthernDistrict
BlackmillChurch

Sound

- Added pickup sound to multiple notes in the Deepridge Mine.
- Fix repeating CloseMenu sound during cutscenes.

Miscellaneous

- Disabled Camera Default on DEL
- Blackmill Marshes: Increase the material emissive of the file.
- Blackmill Marshes: Add hint “gate is locked, need to find another way in”.
- Blackmill Marshes: Increase render distance of foliage.
- Blackmill Marshes: Add dialogue “Damien: I need to find a tool to open this grate.”
- Blackmill Northern District: Finished decorating all but one house.
- Blackmill Marshes: Create objectives list.