ATTIC BOX GAMES
UPDATE
MAY 2022

📢 GENERAL

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

- Animecon is happening on June 11th 2022. We will have a stand on their indie Saturday together with several other indie developers in their game room.

✷ 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.

Preparations for Animecon

As one of the preparations we have designed a flyer to hand out during the event. Additionally we have also greatly improved our demo, and created a new trailer that will showcase our latest content on the convention.

⚙ 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 foliage in Blackmill Sewer map.
- Increased the amount of decoration in buildings of Blackmill's southern district.

Models

- Interior4.upk: Added collision data.
- Finalized Doctor's animations. We are now ready for the transition to the model's texture update.

Gameplay

- Improved game mechanic where KActors could penetrate walls when thrown at high speed.
- Improved pathfinding of enemy bots.
- Implemented Doctor bot into Blackmill city to review mobility.
- Set increased collision cylinder on Doctor bot.

Miscellaneous

- Created improvement to the demo version of the game.