ATTIC BOX GAMES
UPDATE
APRIL 2022

📢 GENERAL

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

- New merchandise has been bought, and new colored hoodies have been made available. We are also planning on creating new and more creative designs in the near future.

- Animations are being updated, while new areas are being created and decorated.

✳ 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.

Finalized Animation Script

We have continued updating Doctor Animation scripts in order for animations to blend from state to state, set starting time of animations and keep proper track of the animation state.
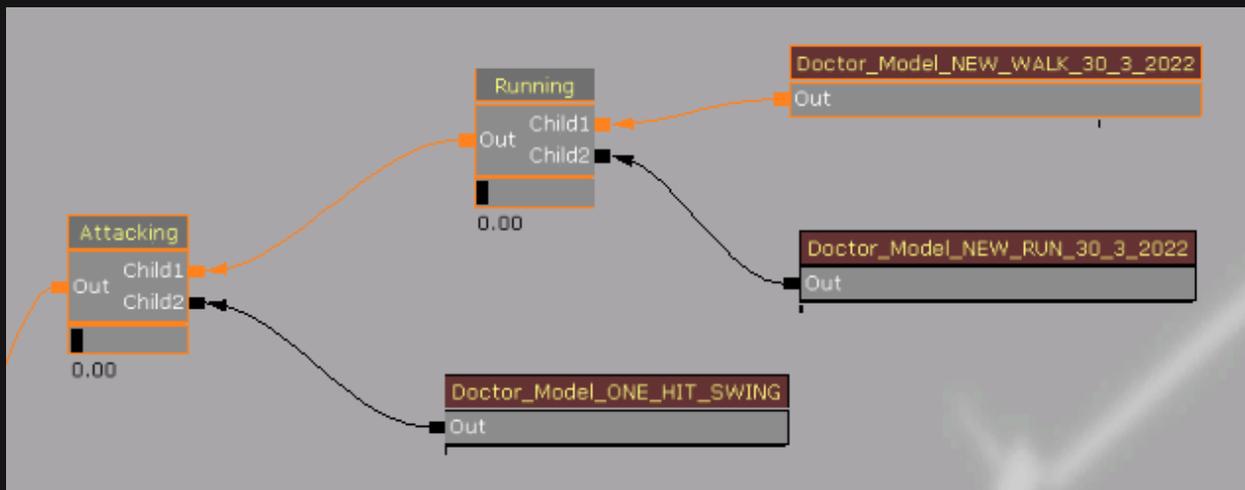
⚙ DEVLOG

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

- BlackmillSewer: Added lights and safezones
- BlackmillSewer: Added pickup objects
- BlackmillSouthernDistrict: Added first part of objectives
- BlackmillSouthernDistrict: Removed all redundant models in inaccessible buildings

Models

- Pursuit of Happiness: Fixed dark bushes and grass texture
- Added a horse
- Added a church bench
- Added a crossbow
- Added 3 stools: small, medium and large

Sound

- Fixed doctor chase sound not properly disabling

Miscellaneous

- ThePursuitOfHappiness.udk: Adjusted intro cutscene