# ATTIC BOX GAMES
UPDATE
MARCH 2021

📢 GENERAL

Welcome gentlemen, to the March edition of our monthly internal update. An easy way to have your work shared with the team, and the team's work shared with you!

- Do you guys like the new theme? Personally I'm not so sure about it – it looks too slick for my personal taste ;)
- I'd like to use this opportunity to point out that these updates are **confidential** and only meant for the eyes of ABG's team members. We are working on seperate devlogs for the public.
- We really like the interest you guys show into each other's work, it is exactly why ABG was created – a place where we play, work and learn together.
- As you guys might've noticed, we've started our marketing campaign recently and are organizing meetings around that topic more frequently. Gavin is in charge of most things relating to PR and marketing, so if you have a great idea for a post just let him know.

✳ 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. If your work shows up on this page you should be really proud of yourself.

The game's ending
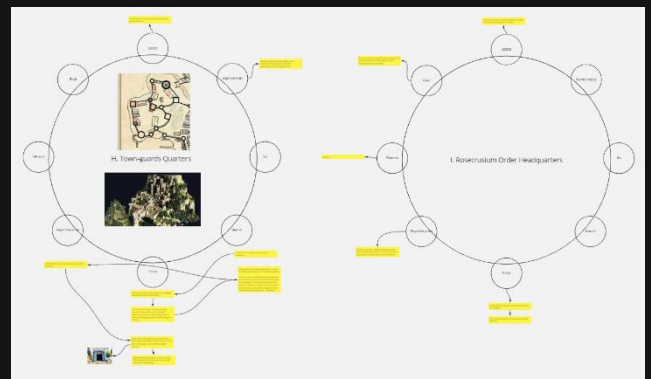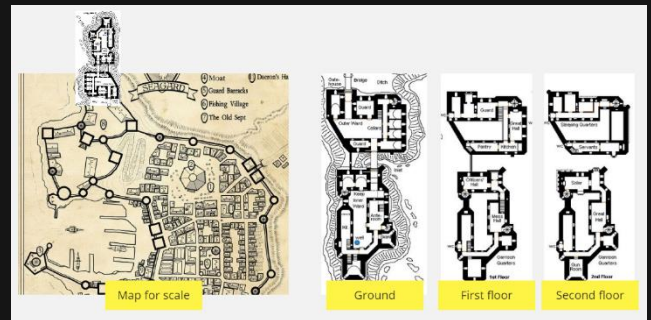
The game's current ending features a multistaged boss fight, a sudden betrayal, explosions, a high adrenaline chase and slow-paced emotional end cutscene. Check the next page for a draft of the script.

✳ HIGHLIGHTS

Rosecrusium Headquarters Main Hall

- Encounter with head of the Rosecrusium Order, ~~Bernardt Richthoven~~.
- Richthoven is strangely not immediately hostile towards Damien.
- Richthoven explains why he's doing what he's doing.
- R: "Ah, so you must be Damien, the mayor's brother".
- R: "You're quite talented in avoiding my accomplices, we've been looking out for you".
- R: "This plague, disease, curse... is not new to humanity".
- R: "History tells us that it reoccurs every few centuries. It strikes unexpectedly, sweeping over the lands like a tide".
- R: "We have been battling this plague from the beginning, stopping it before it spirals out of control and destroys civilizations.".
- R: "The people are not ready to know of this horror that could easily wipe out humanity".
- R: "We sacrifice the few, so the many could live, don't you understand?!".
- R: "The choice is not easy, but someone has to do it.".
- R: "The experiments were necessary for finding a cure, but alas we have not yet found it.".

Richthoven shows empathy towards Damien, but does not want to be killed as he wants to finish what he started and prevent the plague from spreading further.

- R: "I have to finish what I started or else everything, all the sacrifices and suffering, would have been for nothing!".
- R: "I will not let you stop me.".

✳ HIGHLIGHTS

Boss fight stage 1 (molotov)

- R throws firebombs at you, which slowly arrive at a clear destination.
- This area must be avoided.
- This destination will glow with fire for 10 seconds.
- He throws more firebombs and it's get harder to stay out of the fire.
- Damien succeeds when R is out of bombs.

Boss fight stage 2 (ghouls)

- R releases ghouls from two small cages that are within the wall.
- In the rooms there are three pillars which need to be used in the puzzle, the ghouls follow Damien.
- As Damien passes the pillars in a certain route the ghouls are slowed down.
- Damien can get rid of the ghouls by using his environment: dropping chandeliers or scaffolds on them.

Boss fight ending

- 3 phases, Damien needs to place 3 bombs in various places around the room and ignite each.
- Solve a puzzle while being hunted by doctors.
- When he places the final bomb and ignites it goes off too early.
- Damien gets knocked back and gets stuck under rubble and sees the doctor slowly walks towards him.
- R instructs other doctor to kill Damien with crossbow.
- In surprising turn of events the doctor turns around and shoots R right in the right eye socket.
- The traitor doctor reveals himself to be Darius, hidden in plain sight using the doctor's mask.
- Other doctors storm the hall as the building crumbles down - the duo hastily jump out of a hole (made by the explosions) into the sea [CUTS TO BLACK].

✸ HIGHLIGHTS

The plague doctor A.I.

The first version of the Doctor's A.I. script has been finished and is ready for external testing. The current script's functions include: different animations (based on state), close perimenter awareness, group chasing, adapting movement speeds, automatic pathfinding and patrol routes. All in all, the doctors are definitely a force to be reckoned with...
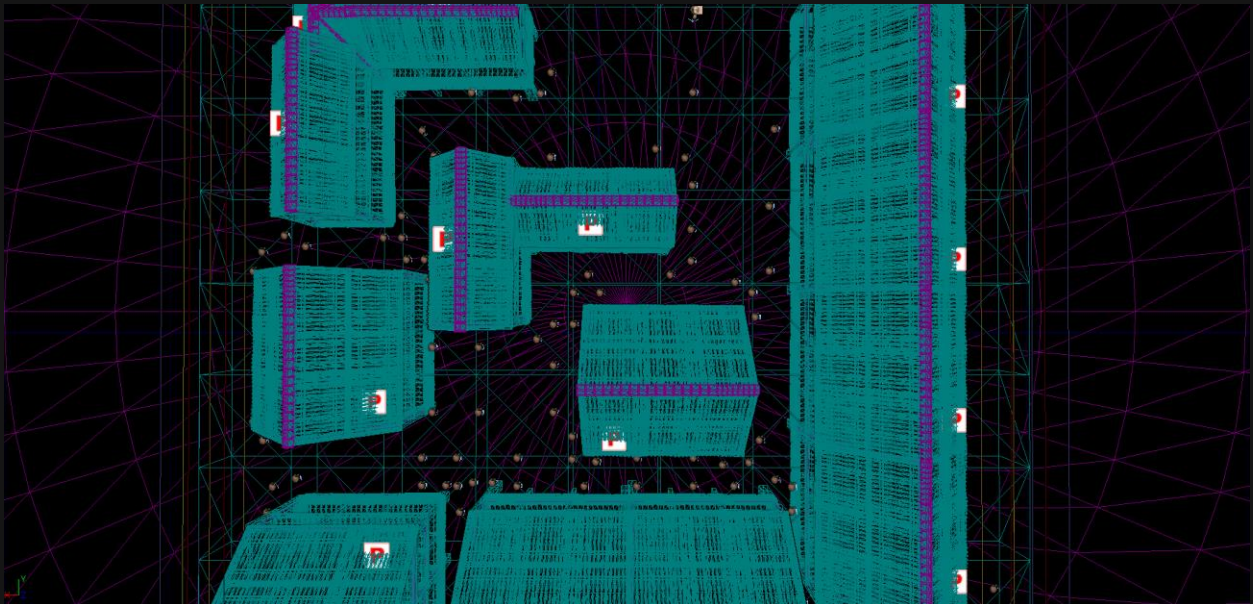
⚙ DEVLOG

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".

Story, quests & maps

- New story part Town-guards Quarters.
- Defined main objective within the Rosecrusium Headquarters.
- Adjusted some final story adjustments in the last story arcs with Damien and Darius.
- Added decorated houses in Blackmill Marshes.

Models & characters

- Added gobblets.
- Added Ship's biscuit.
- Imported "Medieval settlements" pack.
- Figured out a way to export collision with Blender to UDK.
- Fixed collision issue with the mackerels.

Gameplay

- Improved crouch by adding smoothing and adjusting lowest crouch height.

UI

- Updated all journal button graphics to commercially usable fonts.
- Upgraded food tutorial screen.
- Upgraded lantern tutorial screen.
- Added object manipulation tutorial screen.
- Added navigation arrows to the Journal, to cycle through collected notes.

Sounds

- Lowered walking and jumping sound volumes.
- Integrated new walking and jumping SFX's for dirt.
- Integrated new walking and jumping SFX's for wood.

⚙ DEVLOG

Miscellaneous

- Fixed bug in MislightPassage.udk where the crouch wasn't low enough.
- Created UDK mini guide on adding journal-pages and buttons.
- Started marketing campaign with our first Instagram post. Public newsposts are expected every week from now on.