

ATTIC BOX GAMES
UPDATE
SEPTEMBER 2023



GENERAL

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

- This month, we have dedicated our efforts to elevating your gaming experience by enhancing our maps and developing new content exclusively for you. Our maps have undergone a transformation, becoming more immersive than ever – expect more detailed environments, and now with even more crates and barrels!

But jokes aside, let's not forget the exciting news: We're introducing an array of additional side quests and mysteries that will enrich your gameplay, making your journey through the game even more captivating.

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.

Decorated the upstairs area of the Mistlight Mansion

Our grand mansion is nearing completion, and the upstairs area has undergone a transformation with added decorations. As we approach the final stages of the mansion map, it now boasts a cohesive and fluid gameplay experience for you to enjoy.



🌟 HIGHLIGHTS

Continued decorating sewers

For a considerable time, our sewer map remained a basic, empty maze. However, we've recently given it a significant makeover, adding intricate decorations to create a more authentic and immersive experience.



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 decoration in Darius Mansion
- Added decoration in Blackmill Sewer

UI

- Created the following inventory icons:
 - Bottle of rum
 - Crowbar
 - Oysters
 - Linen cloth
 - Ruby necklace
 - Sack of nuts
 - Tarragon