

ATTIC BOX GAMES
UPDATE
JUNE 2023



GENERAL

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

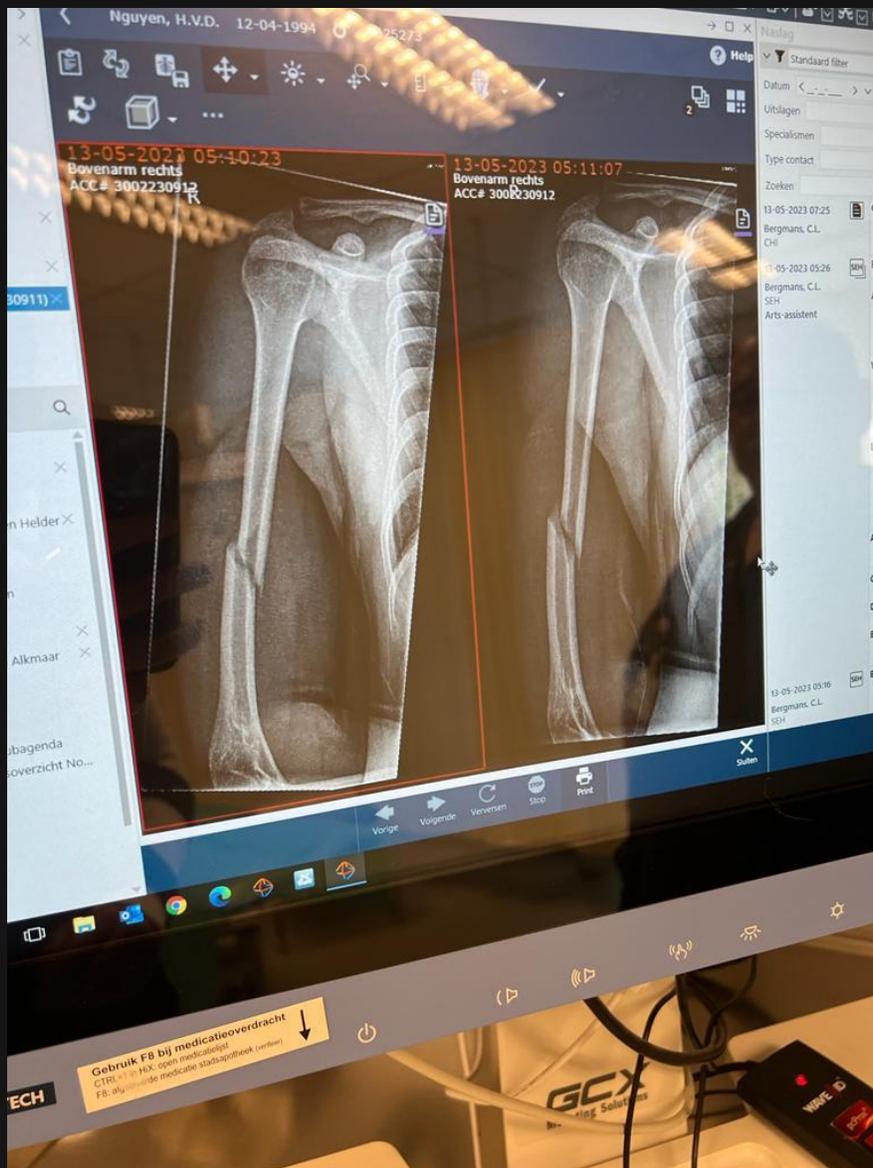
- Despite it being a slow month in terms of development, with many of our team members on vacation, it is important to note that we are not standing still. While some may be taking time off, the development train continues to move forward.

🌟 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.

Enforced vacation

One of the vacations was not taken voluntarily. This warrior was forced out of commission due to a mighty battle that resulted in a broken bone. We are fortunate to have captured some impressive photos of this result. The photo serve as a testament to the warrior's strength and resilience, even during challenging times. While he may be temporarily sidelined, his spirit continues to inspire us all.



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

- Blackmill Marshes: Updated houses
- Added custom AI for dungeon ghoul
- MistlightShore: Created story puzzle in map