

ATTIC BOX GAMES
UPDATE
MARCH 2025



GENERAL

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

- We are currently working on a custom level for the Animecon 2025 event! This unique experience will feature a dynamically generated map with randomized walls, ensuring every playthrough feels unpredictable. On top of that, we will also have a surprise for our best players...

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

- BlackmillMarshes: Added Smugglers map pickup
- BlackmillSewer: Added more decorations

Models

- No updates

Gameplay

- Improved DocBlock volume

UI

- No updates

Sound

- No updates

Miscellaneous

- MansionUpstairs: Added key pickup SFX and text
- DeepridgeMine: Fixed Vial of lantern oil text under screenshot
- MistlightPassage: Added more bushes to side of the first road to fill gaps
- EtherwoodOutpost: Updated door tutorial with new graphics