

ATTIC BOX GAMES
UPDATE
SEPTEMBER 2025



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 marks an important milestone for the project. One that shapes how we'll move forward from here. After several internal discussions, we've decided to **split the game into two parts**.

This decision allows us to deliver Part 1 sooner as a fully playable, self-contained experience, while keeping each part focused and polished without compromising on quality or pacing. It also gives us the freedom to expand the world and deepen the narrative in Part 2, building directly on the events and discoveries from the first part.

While this shift required some careful planning and structural changes, it's given the team a fresh sense of focus. The creative direction now feels sharper, and we're putting that energy into crafting a strong, memorable finale for Part 1.

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.

Mistlight Dungeon Elevator

The first major highlight this month is the addition of a fully functional elevator system inside the dungeon.

This elevator connects multiple levels of the prison, transporting the player deeper into the prison as they progress. It not only serves as a gameplay mechanic but also adds to the tension and unease of the climb. As the elevator ascends through the prison, each level presents new challenges and reveals more of the grim experiments that once took place within.



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 elevator in Mistlight Dungeon

Miscellaneous

- Added ‘setall’ cheat to reset stats
- Added low health check to SetHealth