

ATTIC BOX GAMES
UPDATE
AUGUST 2026





GENERAL

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

This month we've been focusing on two important areas of the game. In **The Pursuit of Happiness**, we've been revisiting the valley and changing the cutscene to give it a more eerie atmosphere that fits the setting better. We've also started working on an important puzzle in the **Upper Level of Mistlight Mansion**, which will be part of a larger quest involving the mansion's vault.

There's still work to do on both areas, but we're happy with how they're coming together and we're looking forward to continuing them next month.

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.

The Pursuit of happiness

We’ve given the **The Pursuit of Happiness** cutscene another pass, with the goal of making it feel more unsettling and better connected to the atmosphere of the valley. New voices have also been added to the cutscene, helping to bring the scene and its characters more to life.



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The Mistlight Mansion Vault

Work has started on the vault quest in the **Upper Level of Mistlight Mansion**. We’ve been building the puzzle around the vault and figuring out how it fits into the exploration of the mansion. The combination mechanism is now in place, giving us the foundation to build the rest of the puzzle around.



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

- Decorating Upper level Mistlight Mansion
- Improved cutscene in The Pursuit of Happiness
- Improved environment in The Pursuit of Happiness

Gameplay

- Created vault combination mechanism