

ATTIC BOX GAMES



UPDATE

MAY 2026



GENERAL

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

This month focus was heavily on refining one of our key story segments: The Pursuit of Happiness. A lot of the work this month has been about improving pacing, atmosphere, and player guidance to make sure the experience feels stronger and more immersive.

We have been revisiting this section carefully, making adjustments based on internal testing and previous player feedback. Small changes can often have a big impact, especially in a horror game where tension and flow matter so much.

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 Rework

This month’s focus was improving The Pursuit of Happiness. One of the biggest changes was moving the house encounter to the end of the sequence. This creates more suspense and gives players more breathing room between major cutscenes, helping the pacing feel more natural.

We also made several improvements to the nightmare section to keep players on track. The pathway is now much clearer, preventing players from getting lost in the dark and keeping the tension where it belongs.



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

- The Pursuit Of Happiness
- Moved house to the end to build more suspense and increase time between cut scenes
- Made trigger at house for nightmare cut scene smaller

Models

- Fixed tinderbox emissive material across game

Sound

- The Pursuit Of Happiness
- Added scary singing

Miscellaneous

- The Pursuit Of Happiness
- Fixed geobug at the beginning
- Made nightmare cutscene a straight pathway so players don't get lost in the dark
- Fixed floating grass at entrance
- Fixed ending not triggered correctly if player looks back using the floor or ceiling
- Fixed back into cave bug
- Fixed moving water during first path of happiness cutscene
- Cutscene door at the end had no locked door icon due to cinematic mode
- Cutscene text overlapped when player sprints through the level
- Mistlight Shore
- Added crow feather collectible

DEVLOG

Maps

Passage

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Valley

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Outpost

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Forest

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Mine

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Falls

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Blackmill Southern District

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