

ATTIC BOX GAMES
UPDATE
APRIL 2025



★ 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.



Animecon 2025 was a blast! We were very pleasantly surprised to see many players playing our demo and having lots of fun with it. This year, we brought a lot of goodies for the players who pulled through and managed to finish our demo level.

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”.

Animecon Newspaper



Animecon released a newspaper, featuring all the attendees and partners of the convention. We were pleasantly surprised to find ourselves at the indie game section. This article is definitely getting a special place in our studio.

Goodies



Thanks to Collin (who these these cute plushies) two of our players were very pleasantly surprised to receive these after they finished our demo level in record time. We hope to see them again when the game gets released!

Final bug fixes



Of course, no demo is complete without breaking the day before we had to show it in public. Here you can see Tom in our Airbnb grinding away the bugs that made our game crash on start-up. Luckily, he managed to fix it just in time.