

**ATTIC BOX GAMES**  
**UPDATE**  
**NOVEMBER 2025**



## GENERAL

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

- Both the Pursuit of Happiness and Mistlight Dungeon are improving steadily. Major game events are being added, and new areas are being designed.

## 🌟 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

The layout of the level has been set and general decoration is being placed. The level is trying to capture an eary and abandoned feeling, leaving the players to question what horrors unfolded within the walls.



*Basic design in the Cellblocks in Mistlight Dungeon*

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### The Pursuit of Happiness

Extensive time and effort are poured into the storytelling of The Pursuit of Happiness. With stunning camera animations, sound design and visual effects we are bringing the story to life!



*The Pursuit of Happiness*