

ATTIC BOX GAMES
UPDATE
AUGUST 2023



GENERAL

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

- Welcome to the latest edition of our monthly newsletter, where we invite you to delve deeper into the captivating world of Seek. Our relentless dedication to enhancing the narrative and gameplay experience has led to a wealth of new lore and a vibrant, immersive world that beckons you to explore its every corner.

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.

Cutscene DeepRidgeFalls

We're excited to share you a sneak peek at our brand-new cutscene, designed to enhance your gaming experience. We have also been working diligently to ensure smoother transitions between maps, ensuring a more immersive journey. These improvements reflect our commitment to delivering a seamless and captivating gaming adventure.



🌟 HIGHLIGHTS

Decoration Mistlight Mansion

As we strive to enrich the gameplay experience, we have dedicated our efforts to enhancing the upper floor of the Mistlight Mansion with intricate decorations. What once was a empty space is slowly being transformed into a daunting environment, complete with an eerie and spine-tingling hidden twist.



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

- Adjusted entrance to mansion “key in drain” miniquest in Blackmill Shore
- Added “Dr. D. Murthian’s letter” sidelore to the Deepridge Mine
- Added “Anonymous” letter for “Why is the loot gone” sidequest to
- Added “Herb-infused oyster” recipe to Deepridge Forest
- Added “Nettle extract” recipe to Etherwood Outpost
- Added “Cold mint tea” recipe to Etherwood Outpost
- Added “A fisherman’s friend” sidequest to Deepridge Falls
- Added “Richard’s journal” to Blackmill Marshes
- Added “Amelia’s diary” to Blackmill Eastern District
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Gameplay

- Updated Doctor Jump mechanic (improved pawn collision detection)

UI

- Added Richard’s journal entry
- Added Amelia’s diary entry
- Added anonymous note
- Added Bernard’s letter
- Added Dr. D. Murthian’s letter
- Added Recipe for nettle extract
- Added Recipe for cold mint tea
- Added Recipe for simple bandage

Sound

- Corrected walking sound on stone floor

Miscellaneous

- Cleanup log errors