

ATTIC BOX GAMES
UPDATE
MARCH 2026



GENERAL

Welcome, to the March edition of our monthly update. An easy way to follow the game's progress every now and then. This month has been all about **stability and polish**. We have spent a lot of time testing the game, finishing a big cutscene, working on a big ending scene, fixing bugs, and making sure everything runs as smoothly as possible. Most of the stuff is not immediately visible, but it is an important step toward delivering a solid experience.

Alongside that, we have been preparing for an upcoming **convention**, where we will be showcasing the game together with other indie developers. This gives us a great opportunity to see how new players experience the game and gather valuable feedback.

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.

Playtesting & Stability

We have conducted multiple playtests this month, focusing on how the game feels from start to finish. These sessions helped us identify weak points, unclear moments, and technical issues that needed attention.

A large part of our time went into fixing bugs, improving flow, and making small adjustments that make a big difference during gameplay.

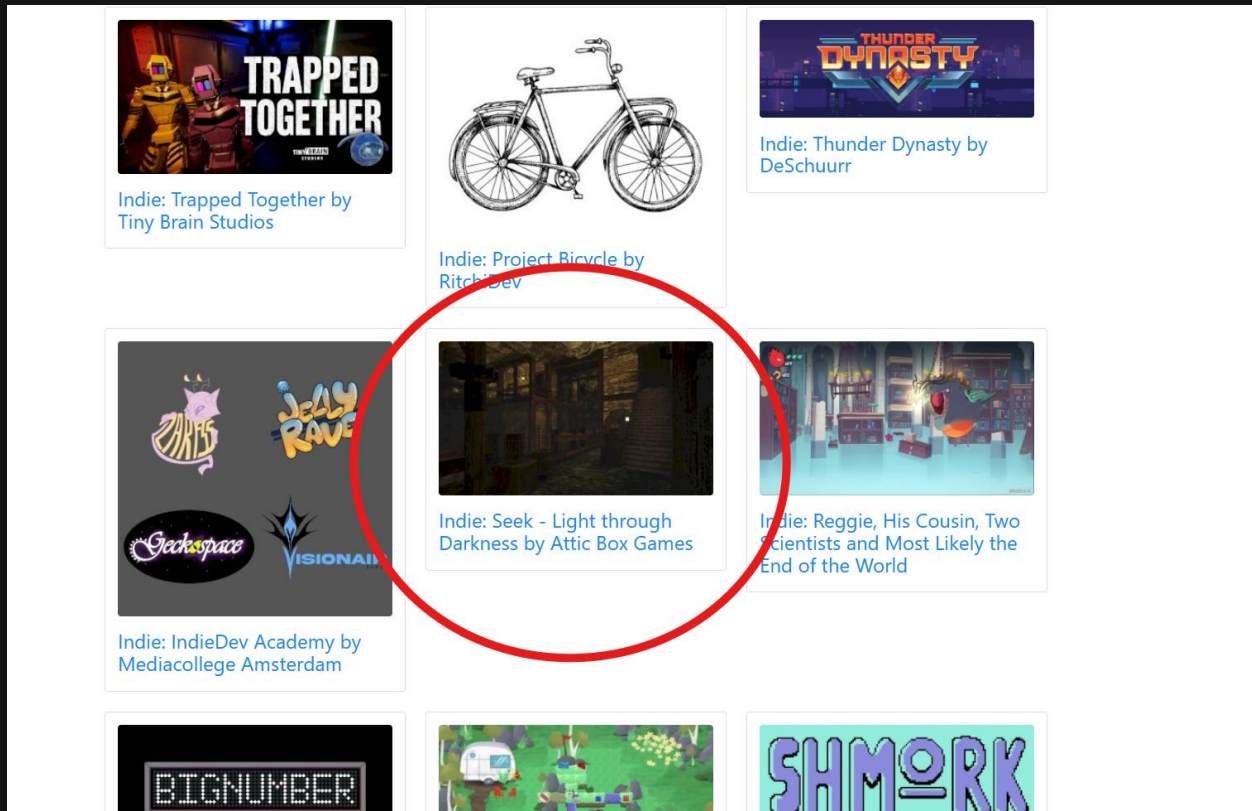


Playtest for our game

Convention Preparation

We're getting ready to present the game at an upcoming convention. This includes preparing a stable build, setting up the right sections of the game to showcase, and making sure everything is ready for players who will experience it for the first time.

It's always a different experience seeing people play the game live, and we're looking forward to it.



Showcasing our game alongside other indie titles at the convention

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 several puzzle flows based on playtest feedback.
- Improved clarity in key progression areas.
- Mistlight Dungeon: Improving end scene.
- ThePursuitOfHappiness: Improving cut scene

Gameplay

- Fixed multiple gameplay-related bugs found during testing.
- Improved interaction consistency across different objects.

UI

- Minor UI fixes and readability improvements.

Miscellaneous

- General bug fixing across multiple levels.
- Performance improvements to ensure a smoother experience.
- Built and refined a **stable demo version** for the convention.