

ATTIC BOX GAMES
UPDATE
OCTOBER 2025



GENERAL

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

This month we've been focusing on smaller but meaningful progress across several areas of the game. Most of the work has been behind the scenes, tightening logic, improving flow, and preparing new content for the maps.

We also started work on a new location: the autopsy room. It's one of the darker parts of the dungeon and will play an important role in revealing more about the doctors' experiments and what really happened below ground.

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.

Autopsy Room

The autopsy room is now in development. It’s a grim, story-heavy area where the doctors’ methods become painfully clear. The focus is on atmosphere, the kind of room that tells its story through every tool, stain, and note left behind.



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

- Added an extra key step to the **Etherwood Outpost** gate to make progression feel more natural.

Miscellaneous

- Improved the “It’s Locked” text timing at the Etherwood Outpost gate.
- Added a setCheckpoint cheat for faster testing.
- Wrote several lore-enhancing notes that are ready to be placed directly into the maps. These will add more depth to certain characters and events.