ATTIC BOX GAMES
UPDATE
DECEMBER 2025

📢 GENERAL

Welcome, to the December edition of our monthly update. An easy way to follow the game's progress every now and then. December was a pretty slow month for us. With the holidays and end-of-year stuff going on, development moved at a relaxed pace. Still, we managed to make some progress and set things up for the months ahead.

- Etherwood Outpost Intro Cinematic:
  We've started work on an intro cinematic to better set the mood when entering Etherwood Outpost and give the area a stronger first impression.
- Bulk Story Notes Import System:
  Before this month, every note had to be created and imported into the game one by one. We have now added a handy code solution that allows us to import notes in bulk, making it way faster and easier to add new notes and keep the game library organized.

✳ 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.

Intro cinematic Etherwood Outpost

We have also started working on an intro cinematic for the Etherwood Outpost map. The idea is to set the tone as soon as you arrive and make the area feel more impactful from the start. There is more work to do here, but the first pieces are in place.

Start design of the intro cinematic when entering the Etherwood Outpost map

⚙ 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

- Expanded Mistlight Dungeon end scene

Miscellaneous

- Made script to generate note class files
- Imported lore-enhancing notes in the game library to be inserted in the game