

ATTIC BOX GAMES

UPDATE

JUNE 2025



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.

Fixed swimming bug



A bug has been fixed where the player could not swim upwards once he crouched to swim downwards. Apparently it was a conflict in the player’s physics state.

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

- Mansion: Added water trigger to fountain area
- Mansion: Fixed tesseract parts pickup
- Dungeon: Level fade out on switch
- Forest: Changed entrance of cellar to match fire-proofness
- Forest: Added more rewards in the cellar
- Forest: Increased secret entrance visibility
- Mine: Increased ridge width

Gameplay

- Fixed crouching under water bug
- Added Ship’s Biscuit
- Added Salted Pork
- Improved game tips in loading screens

UI

- Dungeon: Fixed overlapping text

Sound

- Mansion: Added paper pickup sound to “such a fool”
- Mansion: Added locked SFX to cellar door
- Mansion: Added SFX to key being dropped outside

Miscellaneous

- Mansion: Replaced logs at fireplace
- Mansion: Replaced mackerel placeholders