

ATTIC BOX GAMES
UPDATE
JANUARY 2026



GENERAL

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

- Work on the Pursuit of Happiness and Mistlight Dungeon continues, as decoration and cutscenes are being added. Meanwhile the distribution of notes throughout the game is being re-evaluated and polished to improve storytelling.

🌟 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.

Mistlight Dungeon Rappelling Animation

An extensive and immersive animation has been added to Mistlight Dungeon to exit the jail cell portion of the level and make your way towards the autopsy room.



In-Editor view of the cutscene start

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Mistlight Dungeon Autopsy Doctor Cutscene

A begin has been made to the cutscene that is going to take place in the Mistlight Dungeon Autopsy room. The player will be caught snooping around the dungeon by the doctor, and charged by a horde of ghouls.



In-Editor view of the start of the Mistlight Dungeon Autopsy Doctor Cutscene

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

- Improved Flashback cutscene in the Pursuit of Happiness
- Added decoration to the Mistlight Dungeon

Miscellaneous

- Added lore notes in Etherwood Outpost
- Added lore notes in Deepridge Falls
- Added lore notes in Mistlight Mansion Upstairs