

ATTIC BOX GAMES

UPDATE

JULY 2025



GENERAL

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

As many of our team members have been away on their summer break, active development has taken a short pause. However, that doesn't mean the world of Seek stood still.

This month, we shifted gears toward world building and narrative design. Quiet but essential work lays the groundwork for future gameplay. The focus was on deepening the lore, drafting new story content, and designing atmosphere-building elements that will soon find their way into the game.

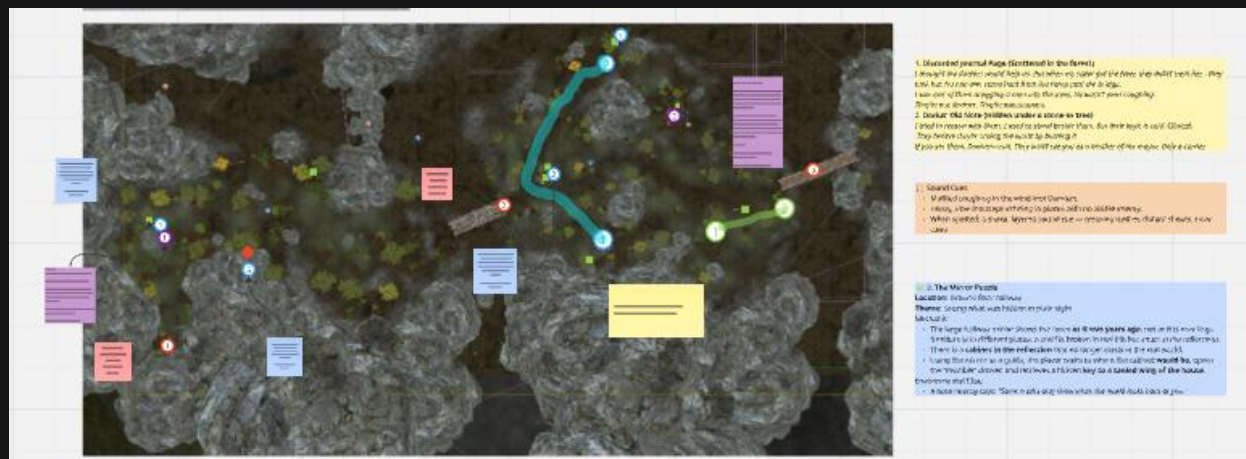
It's been a productive time for reflection and creative planning. We've been asking:

- What stories are hidden in each space?
- What clues could players uncover to piece together the bigger picture?
- How can subtle environmental changes heighten the tension or sense of place?

Story Expansion

- Initial drafts for several new in-game notes and diary pages have been written, helping uncover personal histories and forgotten events.
- New memory trace concepts were outlined to reveal key character moments through environment, sound, and light.
- A set of ambient sound triggers has been mapped out to subtly guide players or suggest past events.
- Several spaces in the mansion and shoreline areas were re-evaluated for visual storytelling potential.

None of these has been implemented yet, but they're queued up for production and testing in the coming months.



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

- Planned pacing revisions in the mansion to encourage slower, more immersive exploration.
- Designed a new clue mechanic (visual or auditory) to help guide the player toward the hidden trapdoor.
- Written drafts of 4 new notes and letters—including one from Darius foreshadowing were Damien needs to go.
- Brainstormed environmental details (e.g. toppled chairs, scratch marks, blood trails, aged portraits) that align with key plot points.

Sound

- Sketched out ambient sound layering for different zones (e.g. shoreline, mansion, underground).
- Concepted subtle “memory audio” triggers, low whispers or echoing cues near key locations.