

ATTIC BOX GAMES
UPDATE
JULY 2026



GENERAL

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

This month we've continued working on the latest demo, spending time on both polishing existing content and preparing new experiences for players. Alongside technical improvements, we've also been expanding parts of the world with new environmental details and exploring fresh puzzle ideas that will find their way into future sections of the game.

As we get closer to the next playable build, every improvement helps make the demo feel more complete and representative of the experience we're aiming to create.

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.

A New Cutscene

One of this month's highlights is a brand-new cutscene created by Tom. Story moments like these play an important role in connecting gameplay with the narrative, helping to build tension while guiding players deeper into the world of Seek: Light Through Darkness.

Although it's only one part of the overall experience, it's another step towards making the game's storytelling feel more immersive and cinematic.



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”.

Models

- horse stable to The Pursuit of Happiness
- Added fencing to The Pursuit of Happiness
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Gameplay

- various concepts for different puzzles in the game

Miscellaneous

- code for new demo build
- Added intro animation to Mistlight Dungeon for smooth transition

DEVLOG

Maps

Passage

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Valley

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Outpost

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Forest

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Mine

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Falls

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Blackmill Southern District

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