

ATTIC BOX GAMES



UPDATE

April 2026



GENERAL

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

This month has been a big one for us. We attended a convention where we showcased Seek: Light Through Darkness, and the response honestly exceeded our expectations.

We had a steady flow of players throughout the event, and what surprised us most was how many people chose to play through the full demo. Seeing players take their time, explore, and really get immersed in the experience was something special for the team.

On top of that, we're excited to share that our official Steam page is now live:

[Seek:Light Through Darkness on Steam](#)

Feel free to wishlist the game and follow development there. It helps us out a lot.

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.

Convention Success

The convention was a great experience for us. We received a lot of positive reactions, and it was incredibly valuable to watch people play the game in real time.

Players were engaged, asked questions, and often stayed longer than we expected. That kind of involvement really confirms that the direction we’re taking resonates with people.



Image of our convention stand

New Demo in Development

With everything we've learned, we've started working on a new version of the demo. This updated build will better represent the current state of the game and include newer features, improvements, and refinements.

We have also gathered a lot of feedback during the event, both direct and observed. This kind of feedback is incredibly valuable, and it's already shaping the next iteration of the game.

The screenshot shows the Steam store page for 'Seek: Light Through Darkness'. At the top, the breadcrumb trail reads 'All Games > Indie Games > Seek: Light Through Darkness'. The main title 'Seek: Light Through Darkness' is displayed in a large, stylized font. A large play button is centered over the title. To the right, there is a smaller image of the game cover and a description: 'Seek: Light Through Darkness is a first-person indie survival horror experience where you solve unsettling puzzles, navigate treacherous environments, and evade lurking horrors. Find your path through the unknown and uncover the truth buried in darkness.' Below the description, the following information is listed: 'ALL REVIEWS: No user reviews', 'RELEASE DATE: To be announced', 'DEVELOPER: Attic Box Games', and 'PUBLISHER: Attic Box Games'. At the bottom of the page, there are buttons for 'Follow', 'Ignore', and 'View Your Queue'. A row of user-defined tags includes 'Adventure', 'Indie', 'Zombies', 'Survival', 'Puzzle', and 'Horror'.

Seek Light Through Darkness steam page

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

- Etherwood Outpost: Turned outpost big doors into double hinged doors and reduce damping
- Etherwood Outpost: Added broken plank (or bridge) to subtly indicate solution
- Etherwood Outpost: Removed buggy metal fence at gatekeeper house
- Etherwood Outpost: Gate keeper house removed damage volume at lantern
- Etherwood Outpost: Made water pump more emissive
- Etherwood Outpost: Added herbs to empty forest area’s to reward exploration
- Etherwood Outpost: Removed collision on roots
- Etherwood Outpost: Added nettle plants to gatekeeper garden

CLOSING THOUGHTS

April gave us a really valuable moment to step outside development and see how players experience the game. The positive reactions and time people invested in the demo mean a lot to us.

We're now focused on taking that feedback and turning it into real improvements, while preparing a new demo that better reflects where the game is today.

Thanks for following along,
The Attic Box Games Team