

MEMO**Behemoth Games LLC****TO:** Behemoth Games Team**FROM:** Adam Stammer**DATE:** February 15th, 2018**RE:** PolyPong Delay

This memo summarizes the delay in release of PolyPong as stated in the weekly meeting yesterday.

With the expected release of PolyPong just over a week away everybody is working harder than ever. Last week we alone we saw an average of 5 hours of overtime per person. For this we are extremely grateful of all of your hard work. However, looking at the current state of PolyPong and the rush it has put the entire team in, myself and the department leaders have decided that delaying the release of PolyPong is in the best interest of everyone. This allows us to release a finished product, that we can be proud of, without overworking everybody.

Within the next week the department leaders and myself will work to create a development plan that fits better with the current development progress and the end goals. This plan will be shared with all of you as soon as it is done, along with a new expected release date. We do feel this is the best choice for everyone.

This delay will be going live on our social media and development blogs at noon today, so it is by no means confidential. Letters will also be mailed out today to all of those that have pre-ordered the game. If you have any questions or concerns regarding the delay, or anything else, contact myself or your department leader.