

# OMGG Timeline

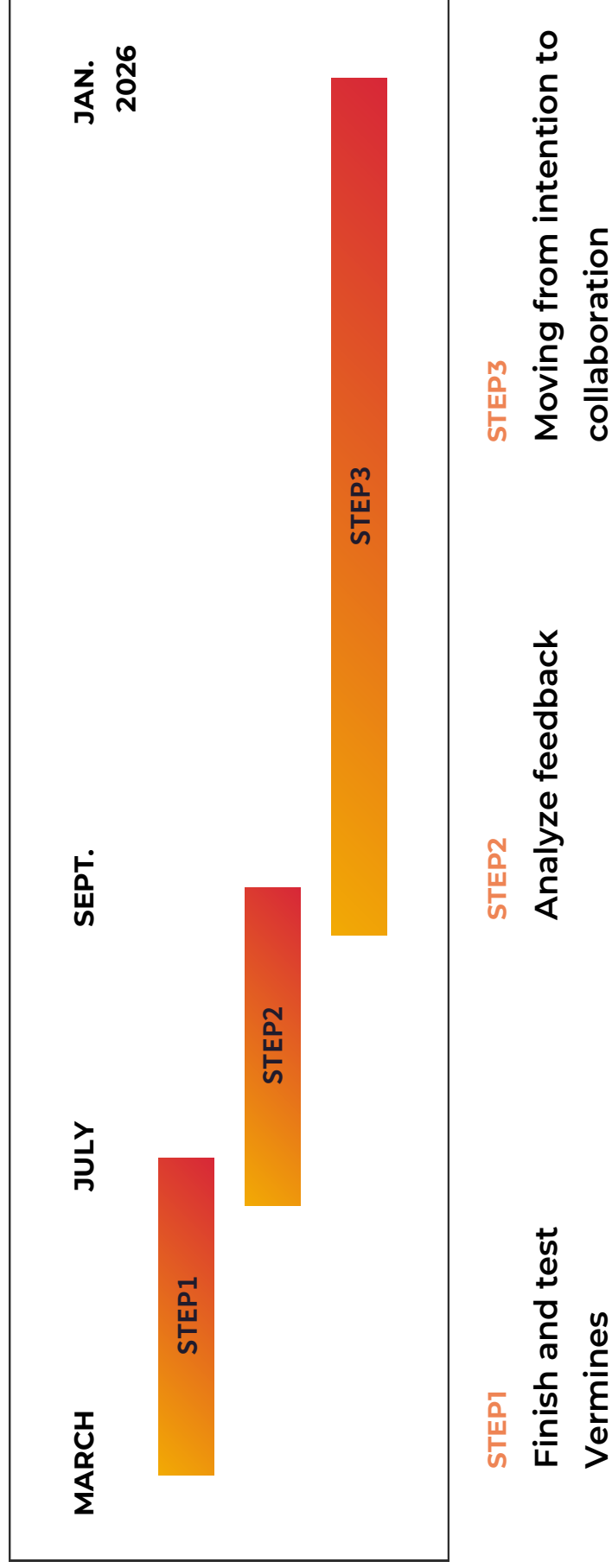
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Roadmap

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June 19th 2025

## 1. ROADMAP



## 2. DETAILS

### STEP 1 - Finish and test Vermines

This first stage marks the completion of the initial production cycle for Vermines, a project with great artistic and experimental potential.

The challenge is to move from a completed prototype to a testable, stable version that is representative of the creative intent.

#### Main objectives:

- Finalize the last graphic, narrative and technical assets.
- Resolve critical bugs and refine the game feel.
- Ensure overall game coherence (tone, rhythm, narrative, mechanics).
- Prepare a simple test environment for players (build + feedback form).

#### Organization:

- Deployment of a playable alpha version.
- Set up a playtest protocol, with supervised and/or remote sessions.
- Creation of a panel of diversified testers (external players, friends, developers).

This phase also gives the team a chance to get their first taste of the outside world, with a view to iteration and constructive questioning.

### STEP 2 - Analyze feedback (players & team)

After the Vermines test phase, this stage is dedicated to an in-depth analysis of feedback - from both players and the development team.

#### For players:

- Structured collection of feedback: user tests, gameplay observations, targeted questionnaires.
- Analysis of strengths (narrative, mechanics, immersion, etc.) and areas of friction (ergonomics, pace, clarity of objectives, etc.).
- Prioritization of necessary modifications and balancing.

**On the team side:**

- Internal feedback on tools, working methods, sprint management and communication.
- Identification of bottlenecks encountered in production (bottlenecks, redundancies, unclear responsibilities, etc.).
- Collective discussion of best practices to be maintained, and areas for improvement (documentation, time management, autonomy, QA, etc.).

**Objective:**

- Concretely improve the current game and next ones.
- Improve the way we work together, laying the foundations for a healthy, clear-sighted and adaptable production culture.

**Step 3 - From intention to collaboration**

This stage aims to transform the learnings from Vermines into a new collaborative project, based on existing relationships with rights-holders of physical board games, and geared towards the mobile medium.

**Objectives:**

- Reconnect with publishers and authors who have expressed interest in the past in digital adaptations of their games.
- Evaluate together the games best suited to an intelligent mobile transposition, respecting the original DNA while offering an enriched interactive experience.
- Define a clear framework for collaboration (rights, roles, timing, resources).
- Propose a prototype or rapid mock-up to initiate editorial dialogue and test interface and gameplay ideas.

**Challenges:**

- Use well-known or recognized licenses to facilitate distribution and visibility.
- Bring an authorial vision to bear on an existing universe, without distorting it.