



What do we need to make the game

Budget breakdown

Monthly burn rate (salaries, rent, software, administration, etc.) = \$7,000

Additional expenses (GameMusic, SoundEffects, Equipment, etc.) = \$8,000

With an estimated development time of 6 months this gives a total budget of

$$(6 * \$7,000) + \$8,000 = \$50,000$$





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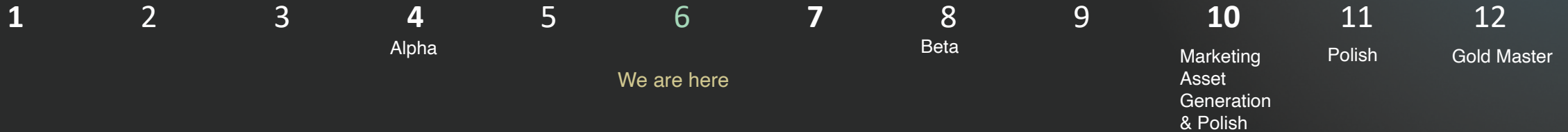
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Kaisa: Resurrection, 2025 release.



This is now a timeline of the months left in development



The game has all of its core features built and all under the hood tools we need. Now we need to turn it in to a tight package and work on balance, game flow and presentation.