

2025.11.28

François Cugy, Founder and CEO of Anklebreaker Studio

First contact with François.

Each member of our team presented themselves, we then presented IsoMaker, the project itself.

We got an exclusive sneak-peek of Anklebreaker Studio's newest project.

We received a couple tips from François:

- Concentrate on making the project functional for users to get their hands on it asap
- Organize project in a Scrum Sprint method

2025.03.26

Update on progress made on the project:

TOM has:

- Created a Discord community server
- Reworked isomaker.fr website
- Made scripts to install project on Linux, Mac and (to be tested) Windows

LEA:

- Developed basic compilation of game projects
- Exporting a map from the Map Editor and import it in game project
- Working on Player class

ALESS

- Finished up Map Editor, multiple quality of life upgrades
- Removed 2D asset creation tool from compilation for now
- Cleaning up project code to make it more readable
- Created Google Drive to store notes and documentation on the project

Réunion 2025.06.06

Priorities update

Seeing what has been accomplished on the project by now, François suggested reorganizing and redefining the priorities of the tasks to be done.

Despite our desire to create a personalized User Interface, this will have to be pushed back to the PGE5 roadmap so the requirements for the Beta Test Plan can be completed in time.

Daily and efficient will be required to meet the deadlines.

Réunion ~~2025.06.27~~ 2025.06.30

Update on the KPIs

After talking over the KPIs with François, we solidified our choice of the KPIs B and C, “Develop community contributions” and “Collaborate with technical experts”, and worked on the way to present them.

Develop community contributions:

- Website where users can download the project releases, get documentation on its uses and send feedback
- [Itch.io](https://itch.io) page, another platform where the uses could discover the project and send their feedback
- Discord community server for a more organic and direct relationship, mostly targeting a community video game lovers
- Instagram and Bluesky accounts to promote the project on a larger scale, and to a non technical demography

Collaborate with technical experts

- Regular exchanges with François. This has been a major help, especially with the organisation of the project for the long term and our capacity to sell our idea.
- Direct contact with students in Information Technologies during our exchange year in South Korea
- Dilligent and organized note taking, available in both French and English