Nabagi – marketing outline

What do we need to start selling this baby?

* Gameplay
  + Setting
  + Story/legend/lore
  + Quests/objectives
  + Interactability
  + Understandable objectives and methods
* Graphics
  + Something more than simple shapes
  + Pleasing color palette
  + Understandable UI
  + Not too graphic
* Performance
  + No lag
  + No bugs
  + No massive exploits