

124k USD funding

TOTAL SUM:	122 000 USD
3x FULL TIME SALARY	108 000 USD
Music Contractor	10 000 USD
Equipment	4 000 USD

More info found in the [finances sheet](#)

12 months dev time

Already developed
30 handcrafted levels
3 hours of polished gameplay content
9 (3x3) different player loadouts

Q1	Q2	Q3	Q4
Development of 50 new levels	New face-art for bosses	Randomly generated levels	Changes based on playtesting
Player loadout development	Meta gameplay loop	125 (5x5x5) total player loadouts	Buffer time!
Handcrafted content playtesting	3rd loadout-slot (Utility)		

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