

124k USD funding

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|---------------------|-------------|
| 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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