

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)		

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

ONE BTN BOSSES dna on the market

64.0



NOVA DRIFT

— ENEMIES 2.0 UPDATE —

PART 2

MINI HEALERS

SUPER
HEXAGON

STEREDENN
BINARY
STARS

just shapes
& beats

SNKRX

A DANCE OF
FIRE AND ICE

GEOMETRY
ARENA