

Development Status

We currently have a fully fleshed out prototype and are working on a public-facing demo which will include the first 1/10th of the game.

Target Release: Late 2026 / Early 2027

Target Platforms: PC / Mac

Stretch Target Platform: Switch / Switch 2

What We Need

We are requesting help with development costs and marketing support



Budget

Production	\$170,000
Art Contract	\$130,000
Administrative	\$50,000
Investment Needed	\$350,000

