

## 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

<b>Production</b>	<b>\$85,000</b>
<b>Art Contract</b>	<b>\$65,000</b>
<b>Administrative</b>	<b>\$25,000</b>
<b>Investment Needed</b>	<b>\$175,000</b>

