**Time of Development**

I’ll give this game alot of time as soon I get started.

That means I will spend alot of my free time after the daily studies and at weekends. I will make it beside I grow as an Indie quester.

**Product**

This 2d platformer is going to be my first serious game. It will be created beside my studies as a game developer. I also got some other different games im willing to make in the future, but I will focus on this one only to just to make sure I will complete this game fast enough.

**Pricing**

The price will be 1$-5$ depend on the quality and time. Could also be a free game!

**Team Size**

Solo from the start, but can change in the future

**Fan Base**

I will use Reddit, Discord and the big connection I got on internet. As the game get tested I will listen to what others like to change or add, its importent so the game wont be boring or die out.

**Game Type**

* It’s a 2D platformer game, where the player solves puzzles to complete objectives or move between rooms.