

The background features a collage of various robot-related illustrations. It includes several full-body robot models in different poses and colors (red, blue, green, yellow, and grey). There are also numerous individual components like arms, legs, heads, and torso parts scattered around, some with arrows indicating assembly or movement. The entire scene is set against a light grey grid background.

NEXT STEPS

We're currently prototyping the other two play types: driving through the lab and fighting.

Once prototypes of all three play types are complete, we'll continue with the visual aspects of the game: modelling, concept art, animations, interface design.

Parallel to that we'll keep on working on music and gameplay.

We expect production to take 18 months.



POST RELEASE

After release we plan a few updates that will significantly increase player retention.

Players will be able to connect with their premium Spotify account and play a level with any track from their library.

We also want to provide a level editor, where players can adjust the length and type of each beat of the selected track.

Depending on player feedback, we would add more levels too.