

The background features a collage of various robot-related illustrations. At the top center, there are several exploded views of robot components like heads, torsos, and limbs. Below these, there are several full-body robot models in different poses and colors (red, blue, green, yellow, and grey). Some robots are standing, some are in dynamic poses, and some are shown from the back. The entire background has a light grey grid pattern.

# NEXT STEPS

We're currently prototyping the other two play types: Driving and Fighting.

Once prototypes of all three play types are complete, we'll continue with the visual aspects of the game: modeling, 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 their premium Spotify accounts and play a level with any track from their library.

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

Depending on player feedback, more levels would also be added.