

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.