

# MY TEAM

google me as  
pr00thmatic

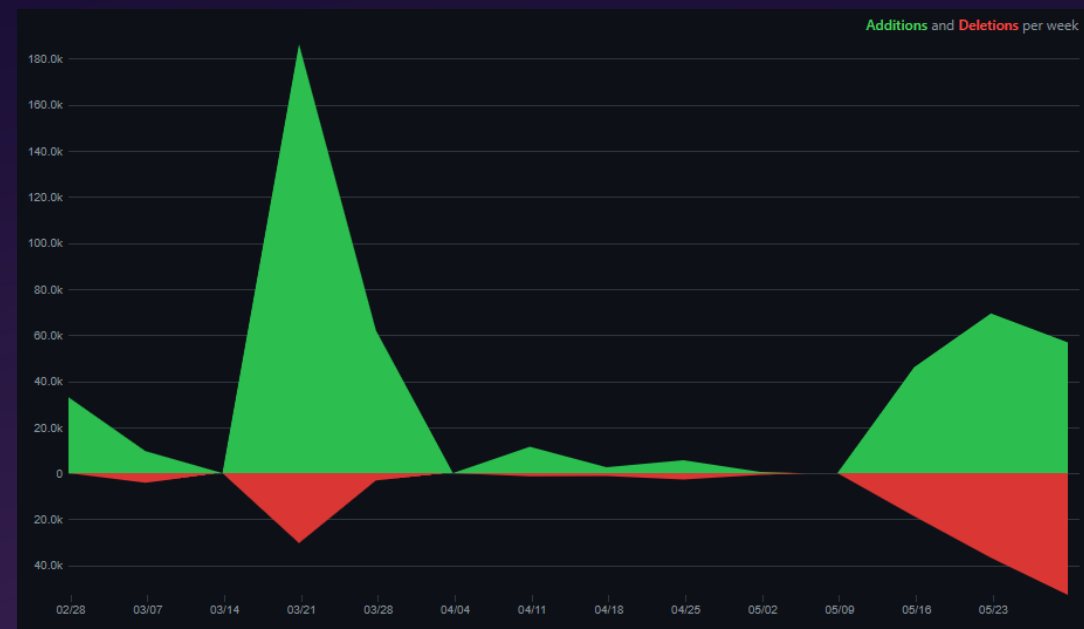


Hypnagogia development started in february 18th.

I've been working in it in my free time: Weekends, Holidays and some nights.

Currently working at two workplaces part-time: VReality and Moonrabbit Studios.

The game, and PR as of June 3rd, is all made on my own.



solo dev  
willing to find a crew

<https://github.com/pr00thmatic/Hypnagogia/>