

Legend of Light - Milestone Timeline (Read-Only)

March 2025

Core concept of Legend of Light is born during deep mentorship work.

April 2025

Initial narrative arc drafted. Zone structure and Light Traits established.

May 2025

Family voice casting completed. All 15 zones finalized with names and themes.

June 2025

Visual thumbnails created. Core documents finalized. Team onboarding begins.

July 2025

Build begins for Zones 1-3. Sound and lighting prototypes integrated.

August 2025

Internal alpha testing of early zones. Feedback loop with family testers.

September 2025

Replay Path mechanics implemented. Journal system goes live.

October 2025

Expanded build: Zones 4-10 in development. FX layering begins.

November 2025

Light Bridge, Mirrorseed, and Vision Arrow mechanics complete.

December 2025

Holiday pause. Reflection and sound optimization period.

January 2026

Final zones (11-15) built. Full game sequence locked.

February 2026

First full game walkthrough. QA and emotional calibration.

March 2026

Public early access release. Community seeding and homeschool rollout.

Note: This timeline is directional and subject to minor shifts. It is for reference and coordination only.