

# Current status

- Playable demo available on TestFlight
- In development, looking for partner
- Core is working but needs a few coats of polish
- Online competition is at working prototype stage but not feature complete
- Customisations, assets need creating, only a few complete, many features planned
- Self funded so far
- Estimate 90 days work before publicly ready for soft launch



# Technicals & Data

- Built in Unity 2022.1
- Launch on IOS devices Apple App Store
- Target to be compatible on all IOS 16 supported IOS devices. Performance tested on iPhone SE, iPad Air 2
- Online tournament via API, database logs training and race results
- Analytics to be integrated, plan to use Unity Analytics
- Would like to port to Nintendo Switch and possibly Android at a later date

