

# Overview

Hi everyone!

In this document I'll explain everything that went on behind the scenes in Skeletal Extremigans and be as transparent as possible with how/why the level was created, the plushies and mistakes that were made during the project.

I'm open to answering any type of question in DMs!

## **CATEGORIES**

**The level:** level progression from start to finish

**The plushies:** how our skelly plushies are made

**Mistakes:** things that I could have handled better

**Your questions:** answering all questions asked by the community I see and haven't been answered yet

**Images:** BTS images

The level

### Final version of the level

There are still some visual bugs/issues in the level due to the merging taking multiple days to be done leading to a few small issues.

Since the level is 8 minutes however, it's insanely time consuming/difficult due to the triggerwork to make adjustments to these visuals and since it's a commission I paid for, it's something I leave up to the creators since it would be extra work for them.

The level will be released in ~1-2 months to fix as many of these issues as possible + make the gameplay as fun as possible to do

The version uploaded on Geometry Dash won't include any plush ads (QR codes) like mentioned in the description of the showcase.

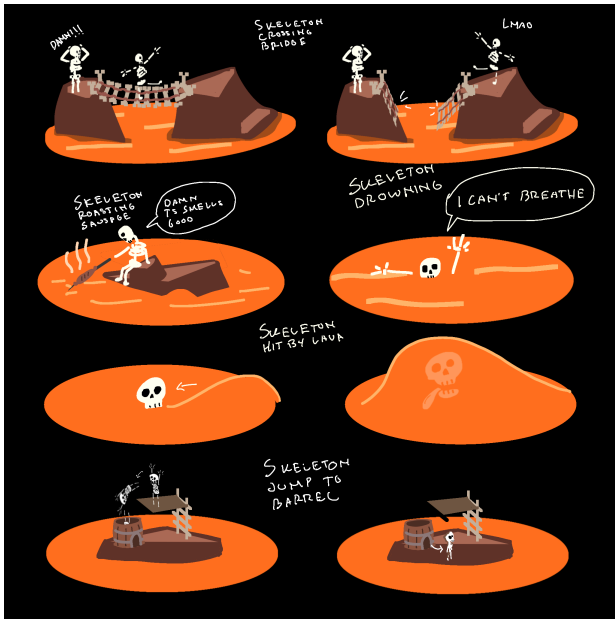
### Creating of the level

From august 2025 all creators DMd me to take up the project listed in a server I have where the goal is to pay creators to make levels for entertaining showcase videos to upload on youtube. Normally I explain to everyone what the project is about and I give them feedback on the ideas they have in mind for the project and guide them to make levels that are fun to watch. Since there are multiple projects going on at once, I can't fully focus on setting up every idea which was done at the start but like this I also noticed creators enjoyed creating a lot more (by letting them do whatever they want to a certain extent)

For this project, I was involved a lot more since it was more complicated than just a regular commission. All creators lived nearby and decided to hire a place for 3 months to work on the project I set up which was crazy. They worked that part out while I set up the storyline of the extension of the level.

Setting up the storyline took a few weeks with back and forth feedback/responses since some things were somewhat impossible to be made in the GD editor, especially with the 10,000 trigger limitations. With an 8 minute extension of one of the best levels in the game they had to be careful with not using too many triggers by accident and optimize a lot of things.

After a few weeks sketches started being made of all the things we wanted to implement into the level that you can see below here!



RE: TEAM / Skeletal Extremig...

Events

Info

- # roles
- # skillset
- # notulensi
- # fulltime-progress
- # timestamp
- # waboo-announcement
- # waboo-inspiration
- # final-schedule

Text Channels

- # general
- # general-id
- # music-discussion
- # playtesters

Project Topic

- # layout
- # storyline
- # general-concept
- # gd-asset
- # gd-backup
- # qr-code-ideas
- # standard-of-procedure
- # concept-art-dump
- # group-and-color
- # inspo
- # daily-target
- # todo
- # layer-guide

gd asset

- # full-level
- # hell-and-cafe





<https://drive.google.com/file/d/1oA3GckO4xjKRq0pGum8B8Ka63loHUb2p/view?usp=sharing>

Once these sketches were created and the storyline was approved to be started, music artists were hired that worked in close contact with the creators to make the music fit the level as well as possible. Every day I joined to give feedback on the progress they presented to me which lasted ~1 hour most of the time.

The creators did a fantastic job being so communicative and while there still are a few flaws in the storyline of the level, I'm really happy with how the level came out to look like.

Here's a document Awan, one of the project's creators, wrote on his experience in the project! He wrote it a few days ago and is incredibly sweet for doing this without needing to.

<https://docs.google.com/document/d/1reTgV8HCDXXEpm3wPV4MaTLsEimyEI8nPgn1eX6Vpl/edit?usp=sharing>

### Creating goal

A lot of people have mentioned money being a factor shouldn't be the case when making Geometry Dash levels, but I think it's amazing creators can get paid to do something they love. I've spent almost 2 years hosting projects, from projects not being fun/worth it for creators to work on to creators now having a lot of freedom to create whatever they want for an idea of their choice for a payment that can genuinely sustain them.

Many creators still want to just create as a hobby which is great. This is an extra opportunity for creators to continue doing what they love without having to worry about finances.

They choose projects they enjoy doing, get feedback from me and others working on projects in the team.

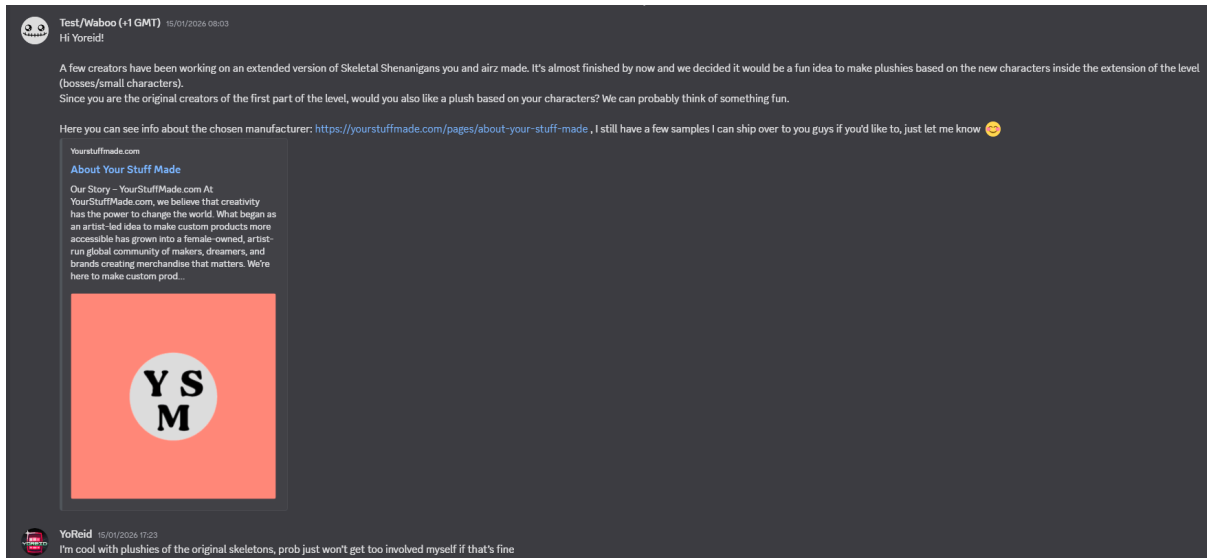
With the earnings from my channels everything is invested into being able to pay creators as fair as possible. Hosting projects like this is something I love doing over the previous content on Waboo I was creating and making my goofy ideas I think will be enjoyable to watch become a reality is possible like this.

# The plushies

## Permission Skelly plushies

The level originally only was made to be uploaded as a cool full version, but I thought it would be fun to add cute skeleton characters that resembled the level bosses/characters a little.

Of course, since we were extending a part of the original level it's fair to talk to the original creator about them



Since YoReid doesn't want any involvement with the level, I'll just talk about it here, but its important to mention it

## Creating the Skelly plushies

After I got the greenlight of the creators being fine with the creation of the plushies, I wanted to genuinely make something I could be proud of, but never knew about the countless things involved in the creating of plushies.

I wanted the characters to be ethically made instead of cheaply made plushies made in sweatshops with underpaid employees, and have a squishy but strong plush toy without inconsistencies.

The costs/time it took to make sure this would be the case was a lot, but it was definitely worth it with me being able to sell a product I'm now genuinely proud of :).

Here you can see everything about the plush toy: <https://squishifulties.com/quality-guarantee>  
Check our behind the scenes here of some plushies that are released/unreleased yet/scrapped: <https://imgur.com/a/behind-scenes-squishifulties-9E6oOob>

All plushies are safety tested to not have any small parts that could fall off/have real photos taken of them/the website has 0 AI assets used in it. Everything is made by 2D/3D artists and web developers!

Before the release of the skellies, I travelled to China to check out the manufacturers and the work environment which is all visible on the plush site (FAQ). It was a surreal experience definitely with a lot of ups and downs, but I would all do it again.

China is notorious for exploiting workers to work below minimum wage, which is one of the reasons why they're cheaper, so it was difficult to find a great, trustworthy manufacturer here.

I eventually went with YourStuffMade, a B-verified company with their headquarters in Australia who focus on paying fair wages/making plushies and other items that impact the environment as little as possible.

<https://yourstuffmade.com/?srsltid=AfmBOoq0nuxSMImazySPj74Faevum14L4fvs1EsE5DbP07QIMZG88cuw>

<https://www.bcorporation.net/en-us/find-a-b-corp/company/yourstuffmade-pty-ltd/>

So after a reliable creator of the plushies was found, we got the greenlight from the original level creator and I could trust everyone involved, the plushies could finally be made

The costs of our plushies are relatively more expensive than regular retail plushies due to:

- The custom bags you'd receive your toy in (8 different variations)
- the plush being made in a good environment that pays employees a good salary to not cut any costs
- import costs to our different warehouses
- safety testing to make sure you'll receive a safe plush (there are things that can be in your toy for example that could be hazardous and cause health risks + small parts that children could choke on if a plush toy isn't fully safety tested)
- the facts that 8 designs are made in a relatively low quantity (in contrast to giant corporations like Jellycat who buy in way more which leads to cheaper costs/plushie, making the competition very high)
- A lot of other costs that are taken up as a loss and aren't included in the price like mold fees (mold fee = sample fee), lawyer reviews of the policies/site/web development/monthly warehouse costs etc. It's a big risk and time consuming but the goal was to have everything perfect before it was released . Upon release there still were some issues which I explain in the category: "mistakes" however

Even if all plushies are sold there wouldn't be a lot of profit for a long long time.

Feel free to not like the level or the toys, it's an opinion you're allowed to have, but I hope you can understand that this project is a lot more than a cashgrab, something just created to quickly earn a lot of money without spending much effort on it/calling it passionless.

This is what I love doing and the entire experience was unforgettable.

# Mistakes

During the project/the release some things definitely could've been handled better.

### 1. The trailer focussing on the budget/stats behind the project

The trailer uploaded on "Waboo" contains the project price and the amount of hours spent on the level. Initially I thought it would be cool to show these types of statistics since it shows the amount of effort spent on the level.

I do agree however that the level itself is more important than the actual budget spent on it

### 2. Video page/Future plushies

Before we started selling toys, a few samples of other plushies were already made that would be related to a few in-game levels.

The plan was to check out a few designs and possibly release them in late 2025, back when the site was being made, but I decided to first focus on the skelly ideas and during this time, 4 of these ideas were scrapped (including the moon/bee) when we were finalizing the website. They were still on the "future" page when the trailer dropped while the site was WIP



On the video page I forgot to remove the bee plush/ninja section from the video page with all upcoming plushies however, which wouldn't be sold since it resembled the original roptop normal face design too much in my opinion which I didn't like. Since a few weeks they're adjusted to only contain these four in the video!

The name from the "B" level from Motleyorc I remembered and sounded fun to name a plush, just like the burger being called "borgir".

The small bee 3D character you can see circling around the big B on the banner was also inspired by "B"

### 3. Better planning during the start of the project on my end

A rough storyline with different ideas on the level was first made by me and later finalized by the others where we went back and forth on what would fit well/what could be improved.

More thinking on how specific details would look in GD on my end however looking back at everything would have avoided some big revisions that made it less fun for creators to work on the level.

I tried to explain everything as clearly as possible and would love to talk live about the project with anyone who doesn't like it and will answer all your questions in a livestream on Waboo I'll host soon!

# Images

Labeling of the plushies by the manufacturers making sure all required information is on the labels. Somehow this was one of the parts that was most difficult to do. The CE marking that was needed after the safety testing of the toys was 0.2mm too small which caused a good amount of delays 😊



Photo of one of the sample plushies after quality testing (they get completely destroyed). Tests that are done range from the plush toy being set on fire to make sure they follow flammability regulations, are checked on loose parts that could cause choking hazards for young children and the toys are checked for hazardous materials. This is also one of the reasons to be really careful when buying plush toys on temu/shein since any seller can sell their items here without them being quality tested (majority of the toys here are not tested to save costs)



Behind the scenes of the plush photography. Happened early 2026. Here you can see our own little set up for a few videos behind the scenes shot on camera.



Cat during shoot with the “kitty” skelly in a cat cafe. Grey one was definitely the most adorable, you could even feed them little snacks.



First bungeejump I've ever done with Char. Footage was pretty wobbly, but definitely the most fun thing I did during the recordings



Most recordings made with camera (broken gimbal so it was always slightly tilted to the side)



Friends I made along the way to do the skyladder in China. Gave one of them the char plush sample.



A few videos behind the scenes of the China trip:

<https://drive.google.com/drive/folders/1pM9vCjJKEu5Vv5HkIFmSdCddyRNB1hA?usp=sharing>



Entering the warehouse that ships all the plush toys. Met some workers there who loved being in the shoot and also adored the plushies. Was a good time

