

RTYI Milestone tracker

This document roughly tracks the completion of content and testing for RTYI. There is no release date, the game will be released when it is done.

Phase 1: Make the entire game

Making the MVP is the bulk of the work. biobak's reworks also take a bit.
The gameplay testing typically only takes 1-2 days.

Content	MVP (= Minimum viable product)	biobak rework	Gameplay testing	SF X + VF X	Weighted Overall (0.75*MVP + 0.2*rework + 0.05 * Testing)	Last Updated
Course 1 Bunny Brushwoods	100%	100%	100%	VF X	100%	Aug 1, 2026
Course 2 Divine Dino Domain	100%	100%	100%		100%	Jul 20, 2025
Course 3 Rainbow Grotto	100%	100%	100%		100%	May 9, 2025
Course 4 Wario's Wildlife World	100%	100%	100%		100%	May 27, 2025
Course 5 Ghoul Guy Galleon	100%	100%	100%		100%	Sep 27, 2025
Course 6 Jurassic Jungle	100%	0%	50%		77.5%	May 27, 2025
Course 7 Koopa Karnival	100%	0%	50%		77.5%	Jul 16, 2025
Course 8 All Alone Bubbledome	100%	100%	100%		100%	Sep 25, 2025

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Course 9 Koopawave Cove	100%	100%	100%		100%	Sep 27, 2025
Course 10 Lofty Lumber Leaps	100%	100%	100%		100%	Nov 19, 2025
Course 11 Oily Boily Bay	100%	100%	100%		100%	Dec 7, 2025
Course 12 Grand Sand Badland	100%	0%	50%		77.5%	Dec 27, 2025
Course 13 Forgotten Fortress	100%	0%	50%		77.5%	Apr 6, 2026
Course 14 Handmade Heights	100%	0%	50%		76%	May 12, 2026
Course 15 Cosmic Capital	100%	99%	50%		98%	Aug 15, 2026
Cap Levels	100%	100%	50%		97%	Dec 11, 2025
Side Levels	80%	0%	15%		60%	Jul 25, 2026
Bowser Levels	80%	0%	15%		60%	Jul 25, 2026
Overworld	97%	0%	10%		72%	Mar 21, 2026

Phase 2: Gameplay testing (this should take 1 month)

The game now has all the content! Let's make sure the whole package plays well.

– Not started –

Phase 3: Wave 1 Bug testing (this should take 1 month)

The game now plays well! Let's get more testers to seal up any bugs.

– Not started –

Phase 4: Wave 2 Bug testing (this should take 1 month)

The game should now be ready for release! But for good measure, we'll throw a couple more betatests at it.

– Not started –