

Original Stream

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This stream was much more “winging it” than usual, outside of the Roadmap stream being scheduled for Early/Mid Feb and the skin system coming with the 3rd anni, all other info is either being relayed as a “what if” to the design team or is KJH’s personal wishes that aren’t confirmed.

A-a-a-a mic test, this is a mic test do you hear mee~

Today - aaa-a-a-a - is not a roadmap stream.

This is a preview stream.

Face muscles a-a-a-a

It wasn’t perfect but... it was successful... maybe.

So I turned on the stream thinking it was okay

What will I be talking about?

This will be a similar stream to a scheduled stream, there will be a presentation

Since the roadmap is pretty streamlined now

There’ll be intervallo 1, intervallo bokgak, intervallo 2, another intervallo bokgak then main canto. We’re following this kind of general structure.

Purpose of the stream:

1. When are we planning the roadmap stream?
2. New improvements/new features → communicate to employees

We’re approaching 55 people ish now at project moon.

3. Share current situation

So the stream will be a bit amateurish and club-like ← important

Can’t help it if its a bit cheap. Dont have energy for next streams if I dont do it like that.

The stream tempo might be a bit slow.

I expect the information to be reposted online

0. How was Canto 9

There were some disappointments and some good aspects

We still succeeded in completing a very dense thing on time.

Surprisingly, there were no critical crashes or roadblocks this time.

There was also (probably) no difficulty issues.

Not everyone will agree but

A game in the end requires you to push a complete product by the deadline, so there are some things you miss and some things you have to give up and things you NEED to include.

This was still the best thing we could make, and we will try to reinforce the bits we were disappointed with. We still have like 10 more years so we can redeem ourselves.

1. When is the roadmap stream?

Probably... around mid February.

But it may be even faster than that. Its not a set date.

We need to make a ppt to show yall something, so itll take time. The ppt for the stream, the script, it all takes energy which we'd rather spend on making the game.

Might be possible early feb even?? If the design team is here, please check

Before we talk about current events,

2. What will be added?

3rd anniversary limbus -> adding skin system (is the goal)

Using an existing ID as a skin for a new ID so you can use "bad" IDs that you like.

There will be conditions or materials required for this. Kinda like Monster Hunter's skin system.

We will let you know once details are solidified, could include Uptie 4, thread or shards, specific mats for ID skins -> might make it exchangeable for thread/shards? Need to discuss

There may be IDs that are excluded from becoming a skin. For example, Erlking Heath/Lord Hong Lu (gets on/off horse, has specific interactions with Heishou). We want to eventually add them but it may be excluded from the 3rd anniversary update.

This wont be 3rd anni but once the skin system is in place, we may add completely new skins, that have spines (animation) and new art. For example a pajama skin, stuff thats obvious casual clothing. Theyre hard to make into IDs but we can make them into skins for skin sake. Instead of a 2 arts for before and after uptie, there may just be art to use for the spine, new voice and animations etc.

How do u get these? There are a few ways but, the first is rewards - events/battlepass etc. Or it may be sold as a package, like announcers, bought with lunacy.

Could also add to extraction ← this is a money-making move to make more money.

If we add skins to gacha, we'll put in a lot of effort and take special care.

That doesnt mean we'll half-ass the skins you get for rewards though.

The current rewards that people would push for are just ticket decorations, we felt there

needed to be a stronger reason.

However, this won't be a reward for mirror dungeons, but for new content.

NEW CONTENT?? NANIII???

Honestly this is just an idea at the moment, I have told a few people in the planning teams. There was a meeting scheduled to talk about what content we wanted to add with the system design team but I just told them to watch the stream.

I'll be using this time to talk about what I want to add roughly in terms of new content to users and employees.

For now

I'll just talk as it comes to mind

New content → goal is content to do after doing MDs. after you've collected all the IDs.

Repeatable roguelike contents. This time, for real, I want to do roguelike content.

To attempt new things within Mirror Dungeons, its become too important. To add new, fun content, we need to have some trial and error but MD has already become a mine.

Its important that MD is fun but its already become farming content. We want to keep MD hard and Normal around the same cleartime.

Instead, you've cleared MD. But you dont have any IDs to shard. Because I get them through gacha. So you don't get any rewards for running MD. Other people run MD to get Ids but I only get to do it for fun, so it feels like Im missing out.

Dont worry everyone

MD is staying, at the same tempo that it has been.

Run MD -> Get ID -> now what??? -> do this!

I want to do content that gets more fun the more IDs you have.

Please listen design team these are my requests.

If you remember Season 1 Mirror Dungeons, I wanted a system where you start with 1-2 IDs and you eventually build up a team. So if you're running the gamemode and a Tier 1 ID shows up, you could think "Ooh i got this ID, i should change my team comp. So-so something like uhhh a Autochess game, where you beat a node and you get shown 5 IDs, you choose one and go to the next node. Id like it to be a gamemode where you build up like that.

Actually, the most important is

If you're thinking at home "ahh what should I do", i want it to be content where you open up limbus to play it. When I play limbus at home, I do enjoy MD, but its lacking some spice. BUT if I add spice to MD, it blows up. Something like a roguelike game on steam, something you think "i should play a couple runs" when you're bored. Something not too heavy, that you can reach for at home.

I personally think pulling for IDs in Limbus and using them in MD feels a bit weak. The

dopamine levels are low. So something you challenge after you've done the rounds at the MD mines.

Battle mode -> needs to be light and approachable. Just pressing P is not enough. It should be completely auto! When you're building an ID, you might start off with just 2 skill 1s, and you can earn skill 2 and 3s as you play. There's a split in the strategic element, We could have it so IDs use skills in a set order, i.e. skill 1 -> skill 2 etc. and you just need to make a party.

OR we could make it so you choose which skills IDs use, prioritize skill 2s, or even set cycles. So there would be no turns, and it just keeps fighting.

So when does the player have input?

When using EGOs. It'll slow down and you can use EGO. There won't be any extra controls outside of this, you'd just have fun watching.

So the fun would come from building your party before the battle. There's some randomness, so if you're lucky you could have a Lord Lu Heishou deck, and if you're unlucky you might have Yuri Faust, Mariachi Sinc, Zwei Rodya in your team. And you'll think "ah its fucked" BUT THEN in the next stage you get Mao Faust and u think "aw yea h this is peak Ill go for heishou" or you get Firefist Greg and you think "time to go burn".

EGO gifts will be used, but the it'd be less than MDs. The importance of each EGO gift will be higher.

If MD is like having fun watching a receipt, this would be like - ah can I mention different games?? - MD is like a hack and slash or looking at big damage numbers,

The new game mode will be like a... dark... dungeon (hint hint). Where its amazing if you beat the final level and you expect to lose mid run.

In MDs, you're expected to go to Floor 5. If you have trouble, thats concerning. Because the goal of MD is to =earn rewards, and you only get full rewards if you clear. So it sucks when you fail to clear.

New contents will be like a battlepass, you won't get a lot of extra exp for clearing, you'd just get a linear amount for every battle you do, and the pass will have an end so you can say "ah ive enjoyed everything this season had to offer".

Mirror Dungeon is like breathing and the new content will be like... ummm... anyways. It'll be something you can play for fun.

To summarize:

You build up your team by earning IDs → But what about the people that have bad IDs, isnt it bad for them?? → But what I've been thinking about roughly is → even if you dont have the ID → if you dont have Lord Lu → But you can still get Lord Lu in this content → every ID can be received in this gamemode → So why is it better to get IDs through MDs?? → if you have lord lu and youve uptie 4 him, then in this game mode Lord Lu will be able to use Skill 3 or gets more stats → so its better to have it and have it upgraded → so having all IDs and uptie 4ing them (maybe not uptie 4), will be the default difficulty is scaled on → benefits if you uptie, not big

upgrades but just so its meaningful → level probably wont be reflected → get all the IDs and level them all up? → Are u crazy? Trying to sell EXP packs?? → If ur gonna run MDs you need to level up anyways so → in the new gamemode, having IDs, uptieing them, having EGOs (egos will be obtainable in the mode even if you dont own it but itll be downgraded) → this is vibe I want to approach balancing with.

You set up your skills when you plan your team

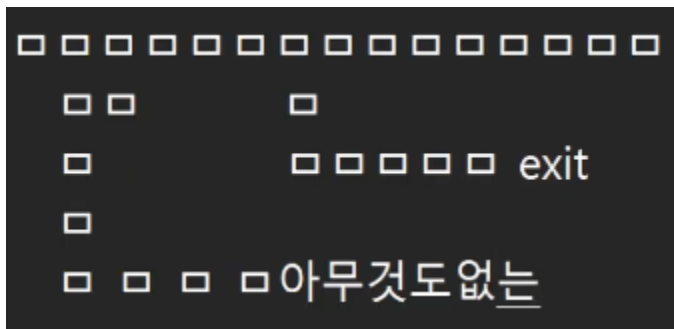
There are no turns in battle, and it fights automatically

You can only interfere by using EGO

(troubleshooting model)

So how will stage progression go? → MD has nodes that you progress through by clicking on them → new gamemode will be more like a dungeon → every game you start, itll make a new map

Like this



(korean says “Nothing There”) ← but if u kill it you get good stuff, if u fail and wipe out its game over

I want it to be like a dungeon crawler.

Anyways after listening so far, if the design team has any questions please put it in the general chat

And think about it

Itll be fun right?? It looks like itll be fun? Agree? Itll be fun?? You wanna play it right?

Agree

Ah yes, the design team has sent the “hanging pepe” emoji, but it seems like they like the idea (smile)

So when will the new gamemode release??? I don't know... We need to decide from now.

I think itll be better to release like a beta version and improve it rather than prepare for a long time and release it laaaaaater. There will be a battlepass for this new gamemode, which will be shorter in the beta with less rewards.

What do we call this new game mode → temp title → its a dungeon but... → what kind of dungeon is it... hm... → limdun yup → temp title: limbus dungeon, limdun.

Sharing our current situation

- Right now, I don't want to say I'm burnt out, but I'm a bit exhausted.
- I need to think about 9.5-1 and 9.5-2 and Canto 10...
- Thankfully I have an idea, vaguely about the direction of Canto 10 and how to make it enjoyable.
- But the motivation? Energy? Is a bit difficult
- So that's my current worry. Even if I'm in the office I kinda blank out
- Even if I try to energize I feel a bit stuck
- Feels like I'd be like this even on vacation...
- I think I might take a 1 week break...? Turn discord off and detox? Stay within the country just in case? Not sure if it'll help hmm..
- The reason I say this is
- During Canto 9, I entrusted a lot of work to the team leaders, including project management, and it turned out really well, so I'm kinda thinking, if I left more up to them and just disappeared wouldn't they do well??
- Anyways it needs to be addressed, so I can have the energy of the IDs and ideas for the intervallos.
- I worked really hard on the flavor text added in Canto 9, but I don't even think I could do that now...
- We need to do well for April fools...
- and we need to do something for Feb 27th 3rd anni
- and there's the Hyundai popup...
- and I want to attend Tokyo Game Show and AGF this year...
- BUT it's hard.

Anyways, that's the gist of it.

In the next stream, around early mid Feb, I want to return with this resolved with a fresh energy. But I'm very relieved that Canto 9 released well.

π π

But the team leaders and team members of Project Moon have definitely improved. Not just on a skill level, but on a cooperative level, with communication and social aptitude, responsibility, attitude, it was all positive so Canto 9 ended up more energetic. It was difficult schedule wise but I was happy that we were all energetic and I could rely on everyone.

- This is the end goal of how I want to run Project Moon
 - I could say things like I just did "I want it like this, I want content like this, please make this" and you would understand and make it like a magic box.
 - I would be able to focus on things in the story like plot, themes, genre, writing. Even if I'm writing the flavor text myself, I would like to focus on the bigger directions and I think that's been happening.
- I'm very relieved.

What was the goal of this stream again...?

As I always say, thin and long, even 10, 20 years later...

Ah wait I just remembered

Its not confirmed, and its more of a "maybe it could be like this?" but please listen

Originally we wanted to do a two track system with Limbus and another game

But its not easy to do just limbus alone, and I want to focus on limbus

Even if 3d graphics improves, I think there will be a market and romanticism for 2d graphics.

We can add a lot of games, like modules, on the Limbus client. For example, Distortion detective with the Limbus battle and story system, as a sub story, but the battle system is a bit different, or in the story scenes you can click on stuff like in point and click adventure games.

And we can add games to Limbus company like modules.

The pros are → we're used to the tools and we can continue to develop the client → we can focus on new games without putting in less effort in limbus company.

We could still do 3d games... Still considering.

I feel we are at a crossroads. I think we'd be confirming around the time the new office is finished around 2027 winter.

The reason I run Project moon is → To regularly provide the stories I want to tell in an entertaining way as a business → to see reactions and get dopamine, to earn money and fame → It wouldn't be bad if Limbus company can continue as a platform I can tell stories on

Because I'm not a tech-based CEO so I dont have a big goal on achieving something technology wise. Im more interested in developing technology that helps convey things I want to → do you call it technical debt?? → Obviously we want to invest and spend time on making sure Limbus Company doesn't have bugs and is more stable → but to make a 3d team and manage/try out a new project →

(he goes on to compare it to a Unagi Don place, I think he's trying to say it may be better to focus on one project and add things to it than start up a completely new one that'll have its own share of problems)

Currently the SD resources for Limbus could be used for a side scrolling action game even. If its possible, we could do a Devyat Fixer's Wacky Outskirts Delivery Story 2d sidescrolling action game in the Limbus client. Or we could do a text based training game like "me, a 23rd district backstreet nobody becomes a seven association representative then an underboss then a star of the city then a color fixer?!"

I have a lot of things I want to explore in the project moon universe. If we use 3d then we could do a lot but theres a lot of risk and itll take a long time. It could be more stable to show the city through just limbus, including animations and stuff too.

Of course, a module-like game could have a business model, it could just be sold as a package, or it could be free but the cosmetics are gacha → or maybe you roll on limbus and there's a 0.0001% chance to get part 1 of the distortion detective game or part 2 or part 3, theres no pity and the order isnt guaranteed

We would make so much money

This is a joke.

We are receiving a lot of worldwide love (money), i dont want to be too prideful and I want to stay as a school club small studio and keep making that bone broth

Anyways thats it for now

I think ive talked about everything I wanted to talk about

You might be tired or exhausted

But I believe itll all Pass On~~

And I will continue trudging on even if its a bit slow.

Cheers

Thank you

Bye bye

Ill see you next time

Shubaaa (means shnajang bye)