

Notes

Apologies for not posting a statement in early April. There was a lot of excitement around Easter and I completely forgot. Luckily, nobody reads the fine print.

Coding

All of the core engine work is completed. The scenario work (scripts, dialogue trees, etc) is currently about 1/2 done to 2/3rds done depending on how one counts such things.

I do intend to do an overhaul and revisit of the level-up system and possibly the combat system, as I think those are the weakest parts of the game right now.

Art

All of the primary characters have been concepted and inked. One transformation sequence has been concepted and inked, and two of the alternate forms have been concepted.

Coloring is behind as Rune is still currently occupied with school and has been practicing his art in order to improve his efficiency. He has decreased his coloring time by about 60% using a new technique he learned from Chickenwhite, so the results have been worth it already!

Spriting

Currently, one tileset still needs to be completed, as well as about a dozen sprite sheets. Urimas has been busy working on another project, but should be able to catch up fairly quickly.

UI

No changes for the UI.

Music

No changes for music progress. I've been using public-domain music and SFX thus far, and our budget does not contain anything for music.

Budgetary Numbers

All numbers are after Patreon takes its cut and includes cancellations. All values are in USD.

January: \$31.11

February: \$54.42

March: \$77.07

April: \$79.05

Total thus far: \$241.65

Current expense values:

Chicken - Expenses moved to Hund's account (for tax purposes)

Hund - \$115

Urimas - \$748.50

Rune - Volunteer

Salty - Volunteer

Stratkat - No work commissioned yet

Payment Discharges

Payments up to May have been discharged and confirmed by their recipients.