

Hello,

We're Aaron, Jemma, and Pete – also known as Lunar Software.

It's been a while since we talked about Routine, and we'd like to discuss that a bit today.

In short, we've essentially restarted production of the game. What we're sharing here today is in-game footage of Routine. So why did we make the tough decision to start over?

As we were approaching what we believed to be the end of development, we were finding more and more things that we weren't happy with that negatively impacted the experience. We had worked on the project for 5 years at that point and simply couldn't release it as it was.

We were surviving on an extremely tight budget. The financial stress began taking a toll on us, especially as we realised we needed to work on things for longer. Routine at this point became a part-time project as we had to work on other jobs/projects to stay afloat.

We went from having a release date, to not even knowing when we might be able to release. It was a massive strain on us as we had let ourselves, our friends & family, as well as all of our supporters & fans down.

We struggled and didn't know how to deal with that or how to fix it. At the time we just wanted to say sorry. But didn't know how we could even begin to do that without giving some sort of development time window. We weren't expecting it to take as long as it did – and for those of you who have been waiting patiently, we're truly sorry.

It took us a while to figure out how to finish the project and deliver it as the experience we intended, but when a line of communication opened with Raw Fury, we knew we had found a partner who would be able to support us in all the areas we previously struggled with.

To everybody who has waited both long and short, we want to say thank you for all of the love, support & patience. We're excited to be back and working with Raw Fury, so we can finally bring Routine to you.

While we won't be repeating the mistake of sharing a release date until we're entirely confident we can hit it, we didn't want to keep you waiting any longer and felt that it was time to share what we've been working on.

We can't wait to hear what you think.

-Lunar Software