

Notice / Happy New Year!

Did you wrap up the year 2023 well? Even if there were some regrets, I hope that 2024 will be a more fulfilling and happy year for you.

For our team, 2023 was an extraordinary year. We started as a small gathering and were able to share our project with you all. Some of our team members found jobs, and it was an opportunity for each of us to grow a little.

The regrettable part was having to change the game engine due to various issues, which prevented us from quickly proceeding with the second beta. This also meant we couldn't implement as much additional content as we wanted.

Since our last announcement in November, we have been working hard to complete the porting to Ren'py, and we are currently focused on adjusting the difficulty and balancing, and adding content for the second beta. The second beta, initially planned for PC, will now proceed after completely finishing the porting to the new engine, due to the faster than expected porting speed. The second beta will include the following changes:

- Mobile support (iOS, Android)
- Addition of an armor system
- Addition of a skill system
- Addition of status effects
- Clear difficulty gimmicks for each stage
- New monsters
- Addition of a skip feature for faster progression
- Balance adjustments

We will strive to quickly reflect and improve upon the valuable feedback you gave us in the last test. Thank you.

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15th March 2024
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3rd January 2024
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