EREBUS ROADMAP

2 3 1 Stage 3 Stage 2 Stage 4 Stage 5 Stage 1 Graphics - Get bored. Make Graphics #2 - Realize that Writing - Come up with a Art - Decide that your Writing # 2 - What's a a rectangle. Turn rectangle you don't want your friends few different cards & trading cards aren't really trading card without a little into the worst looking card to think your art sucks. characters. Get carried finished without art. Make flavor text? Give your cards you've ever seen in your life. Make a nicer rectangle. This away. Come up with 250 all the spice they'll ever art. Share it with your friends. time it looks like an actual spread across 9 tribes. need. Your game is now trading card. ready. 11 Stage 9 Stage 10 Stage 8 Stage 7 Stage 6 Video Game Polishing - No, Video Game Dev # 3 - Build Video Game Dev # 2 - Build Video Game Development -

not silverware. Sound effects & music & animations. Get all of those together for all of the million different pieces in the game.

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Stage 11

system that lets people play together from anywhere in

Multiplayer - Make an

the world.

account & matchmaking

an unpolished alpha, fully functional albeit without sound, music or animations.

We Are Here

the game to near MVP completion. Encounter strange bug that ruins everything. Start over from scratch.

Decide that your game is too big to be confined to little pieces of paper. It must live in the digital world! Learn Unity.

Print - Using the magic of laserjet printing, get a test run of cards made up in an afternoon.



Stage 12

Closed beta - Open the game up to the chosen ones. Those rare individuals who want to see this game come to life & help us make it the best it can be.

Stage 13

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Final Programming & Polishing - In progress. We now have only a handful of abilities to code in, before the entire game is officially released.

Stage 14

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Official Release - Erebus is





