

smol – Project Chiron

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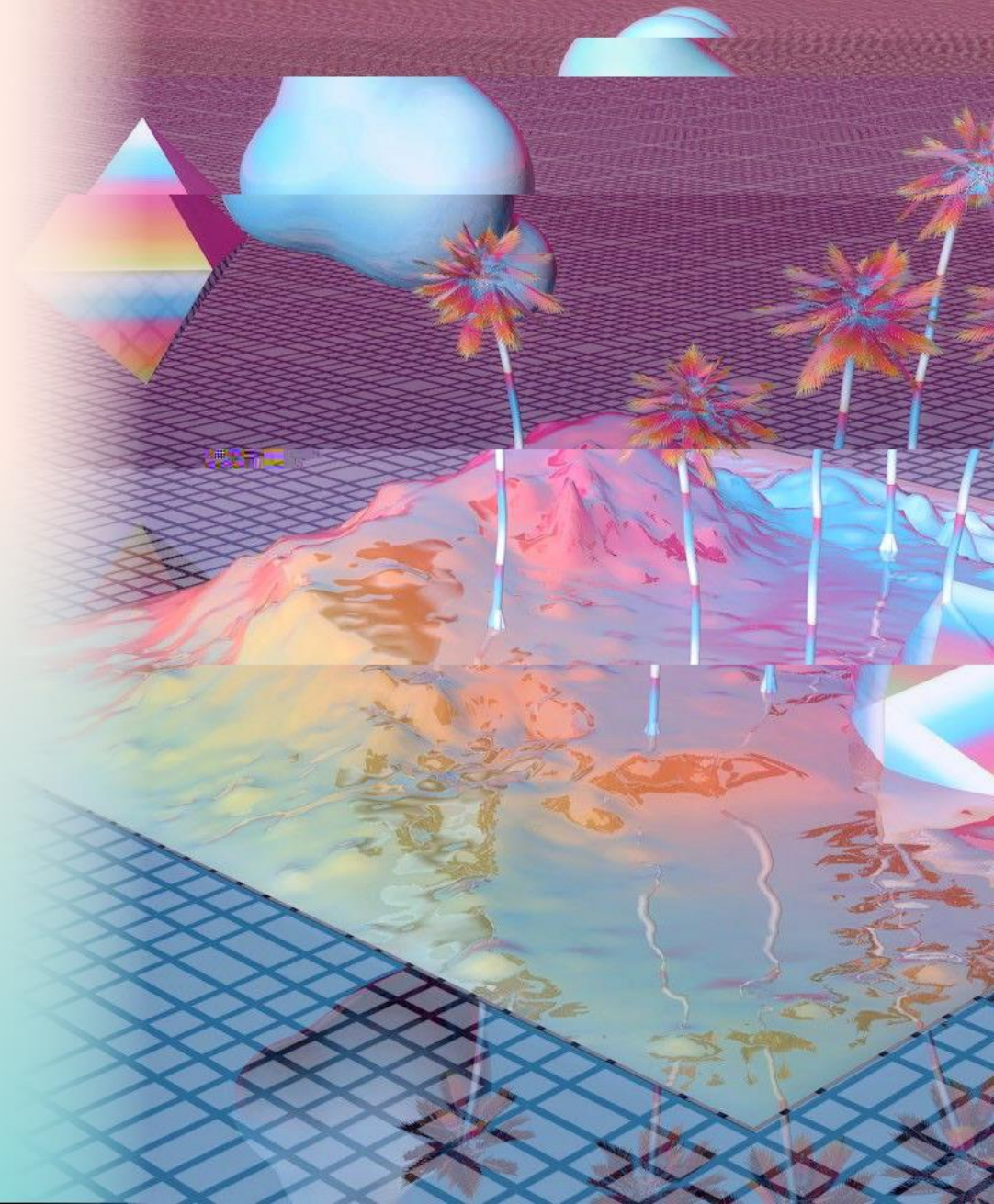
State of Progress

- Functional Minimum mostly completed
- Low target mostly completed
- Basic game loop works

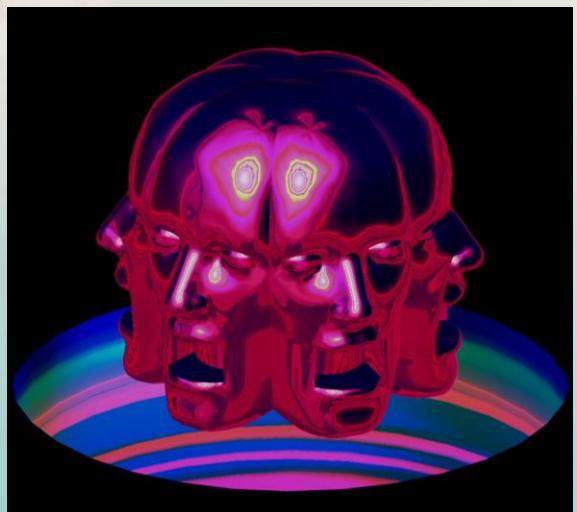
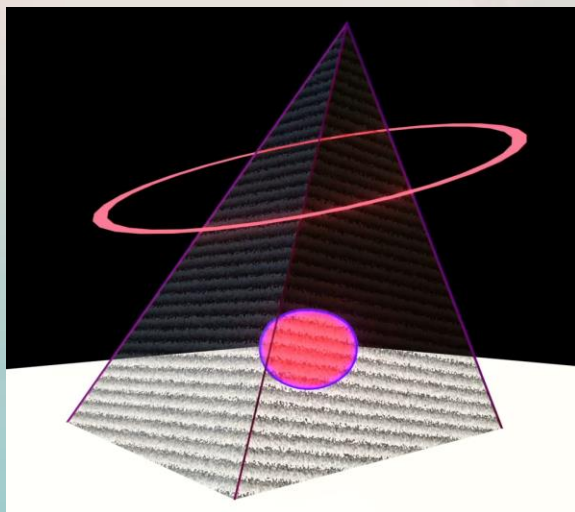
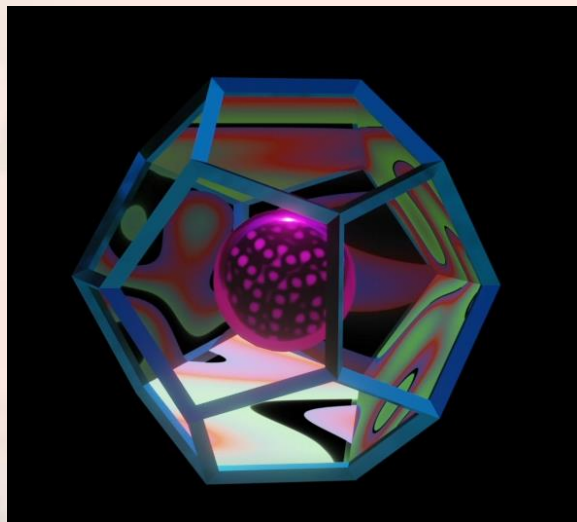
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Demo !



Sketches



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Design Revisions

- Add a progression system
- Reduce level area over time
- Double dashes
- Deprioritized gamepad support



Any Questions ?

