

# Roadmap

The Runist began production in May of 2023, and after a year long hiatus, began again in April of 2024. The dev logs can be found in the official Olli's Café Discord server, where weekly updates are given on the current progress of the game. The roadmaps down below will be divided into yearly and quarterly updates that are planned, with the current year being at the top. As of right now, there is no expected release date, however it is expected to take at least a year for the full release of The Runist to come out.

Q1 is January, February, and March

Q2 is April, May, and June

Q3 is July, August, and September

Q4 is October, November, and December

## 2024

### Q1

- N/A development was in hiatus

### Q2

- Finish battle scene system
  - Enemy AI
  - Item usage
  - Temporary shields
  - Runic poem system
- Finish main menu screen

### Q3

- Create animations for battle scene
- Add in save system

- Add in the basic starting runes
  - Aa
- Create a fully fightable enemy
- Create first early access demo (Battle scene only)

## Q4

- Add in level scene
- Create interactable NPCs
- Rebalance the runes according to early access demo

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