



I'll be Brave,
Tomorrow

DEVLOG 3

WELCOME

Hi all!

We are back at it again with a bunch of updates for I'll be Brave, Tomorrow! We are now entering the final stages of development - it's pretty crazy looking back now at everything we have made and done. I won't lie, it has been a very difficult few months for us, but knowing that IBBT will be making a difference makes it all worthwhile! Now without much further ado, let's get into all the biggest updates!



19.07.24



A TO Z COMPLETE

We have just finished the creation of every single level for IBBT! This means that we now have internal builds which are playable from start to finish. Every 2D level, every 3D room, and every minigame!

It's crazy for us to look at everything finally coming together - but there is still lots of work to be done. Lots of assets are still missing, bugs are running rampant, and that extra layer of polish is yet to be finalised. However, it does mean that we are definitely on track - Expect a release date announcement in the

next few weeks (We don't want to rush anything, so sorry that it has taken us this long to come up with a concrete date!).



Molten Mayhem

Drive around the track, dodge obstacles, and try get your best time!

A D Move
ESC Pause
W Accelerate
S Decelerate

Stardust Skyway

Drive around the track, dodge obstacles, and try get your best time!

A D Move
ESC Pause
W Accelerate
S Decelerate

VROOOOOOM!

One of my favourite parts of IBBT to make is the racing minigame. Having gone through countless iterations, I feel content with the gameplay and aesthetic, but I knew I wanted to still push it further. So now, instead of just 1 track, there are going to be 3 to race through! May I introduce to you - Molten Mayhem and Stardust Skyway!

But that's not all! We felt that there just wasn't enough challenge in these races - So say hello to the Ghost Racer! This racer can't interact with you or the world, so

don't worry about being nudged off your lines - Instead, just try to beat them as fast as you can! It is much easier said than done.

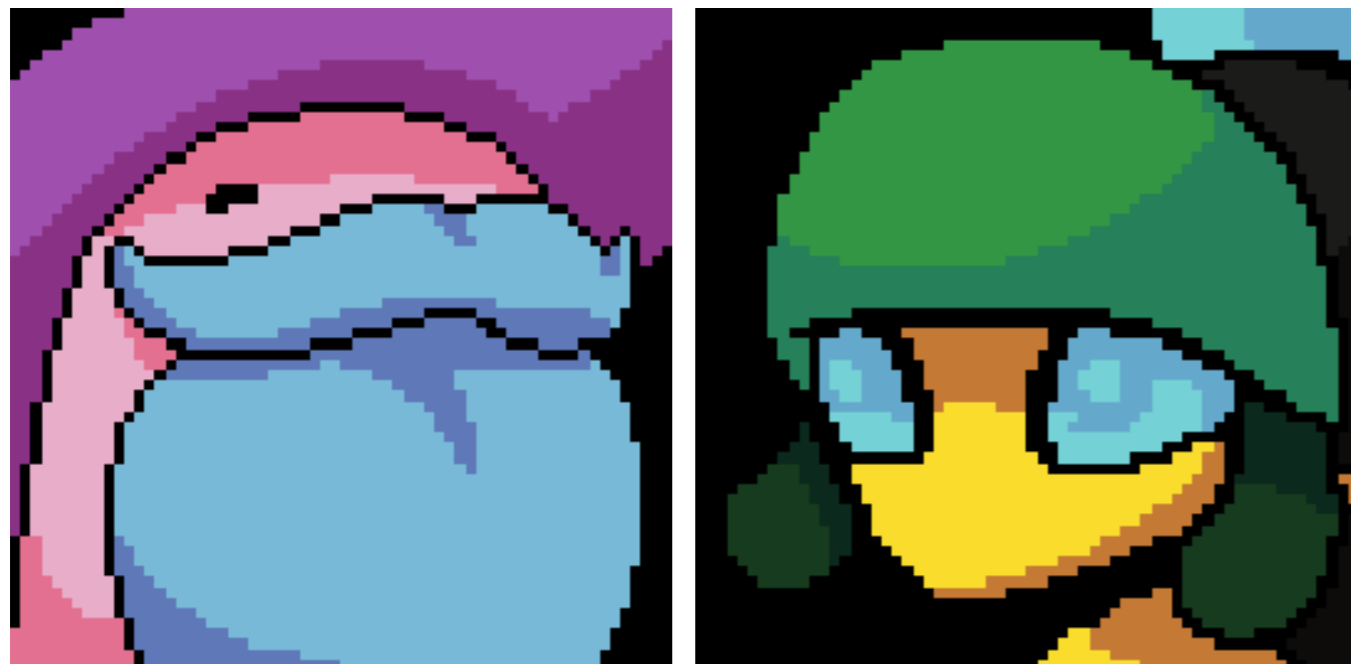
NEW FACES!

We loved seeing the reception to Don Hedgehog and Sherif Snail during Steam Next Fest. So, we have a few new faces for you to welcome to IBBT!

Elder Worm - This mysterious Worm will guide the Robin to new heights. Seemingly infused with magic energy, they will be a huge asset to help finding the Robins parents.

Wasp Soldiers - These loyal soldiers are not to be messed with! They will track you down and if you're not careful, it may BEE a problem!

We have more faces to show off in the full release, so we hope you are looking forward to it!



KICKSTARTER REWARDS

We are currently in the process of finalising all the Kickstarter rewards! If you supported us in our Kickstarter, we are still so incredibly thankful for your contributions - We promise to do everything we can to make sure you are happy with your rewards, and to make sure they arrive on time for the release of IBBT.

Unfortunately, we have run into a slight problem with the order of the patches as part of the 'SUPER COOL SWAG' tier. As a replacement, we are including a custom made magnet in the order - We hope this will be okay!



FINAL THOUGHTS

Development is moving along smoothly. We are all incredibly dedicated to make IBBT the best it can possibly be - Fighting through the hot UK weather at the moment is our current biggest issue!

Thank you again for your continued support, and as always feel free to reach out to us on our community discord server!

