Coding

Comrades and supporters, this document covers both the months of January and February because there wasn't much going on in January.

In February, we went from having almost nothing done in Adventure Mode to having a functional combat, movement, scripting, dialogue, and map system. Version 2.00b of Corrupter Mode was released, and I'm currently waiting on some feedback from a tester before Version 2.00c is released with some bug fixes.

Art

As of this writing, here are the percentages of completion of art for Chapter 1 of Adventure Mode.
Note that these are subject to change depending on factors such as additional art we forgot about, possible changes to the combat system, or redesigns.

Sketchwork: 13 / 25 = 52%
Inkwork: 9 / 18 = 50%
Coloring: 4 / 18 = 22%

Spriting

Right now, the spriting is still limited by the coloring. We also have a few tilesets that have not been completed yet.

Tilesets: 3 / 5 = 60%
Characters: 7 / 25 = 28%

UI

We currently have placeholder UI in place. I do have a UI artist who is interested in working on the project, but our backing needs to be higher before she'll consider it.

Music

Until our backing is higher, music is not a priority. It will be, eventually.

Budgetary Numbers
All numbers are after Patreon takes its cut and includes cancellations. All values are in USD.

Income for January: $31.11
Income for February: $51.72
Total thus far: $82.83

Current expense values:
Chicken - Expenses moved to Hund's account (for tax purposes)
Hund - $89
Urimas - $236.25
Rune - Volunteer
Salty - Volunteer
Stratkat - No work commissioned yet

Payment Discharges
Discharges at the time of this writing are pending due to Patreon placing holds when account information is updated. The expected discharge date is March 8th, 2017.