

Legends of Dawn Kickstarted Finished

Written by Administrator

Tuesday, 24 July 2012 08:57 - Last Updated Monday, 22 September 2014 21:28



Hi Everyone,

good news for those who backed Legends of Dawn, all of the physical rewards are now completed at our end. Collector's Box, DVD, CD, and t-shirts are now shipped!

A big Thank You to everyone that helped us reach our goal. We'll also do our best to keep you informed as we continue the drive forward to the development and release of patches!

P.S.

Now the project is completed and we can take a look back at what was an amazing ride. A few years ago we went through phase that probably a lot of indie developer have to pass. Publishers kept rejecting us on the grounds that the game of such scope and complexity can't be done by such a small team. Especially not if the team is developing its own RPG engine as well. We were not aware of any other truly independent team of similar size and resources who managed to do the something similar either. But giving up wasn't an option for us.

We kept pushing and with each small step the game grew until we showed it to you. The Legends of Dawn was then recognized by you, the Kickstarter community and with your support the production was completed, VOs done, licenses paid and most importantly with your help it was pushed through Steam's Greenlight in record time and a few months later, with virtually zero marketing budget, released on strongest gaming platform. Then few of you become quite vocal and gave us deserved mega heat over being a few hours late with backer keys. We understand it. It still hurts though. Humble Bundle helped us with delivering rewards and great majority of you backers and players were happy with the game and remain supportive to this day.

After the release we received a lot of suggestions and feedback from players and we focused on releasing several patches with improvements and on delivering stretch goals. Many

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suggestion were collected for future patches or our next project as well.

As it is often the case with complex projects in a small company, every team member has to fit in many different roles. Lack of experience and not having enough people to handle all those challenges with physical production and outside companies resulted in many frustrating delays to get the products done according to our specification.

Thanks again for everything, we couldn't have done it without your help, support and participation!

DreamatrixTeam