Twitter Thread by ■ Stuck In Attic ■■■■ Gibbous out now on Switch!



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@stuckinattic



1/15 ❄Winter wrap up #Thread

Gibbous has achieved two milestones this sale period:

■1000+ Steam reviews, 89% positive

■40k units sold reached on Steam

An average of 450 units sold per day at 70% off

P good for an adventure game that's 1.5 years old

#gamedev #indiedev

2/15 We've sold very close to 10k units on Steam alone this winter. Discount was 70%, to put it into perspective it took us ~1 year to reach 50% off. GOG did Ok too.

3/15 Sharing this b/c I know indies want numbers, also as motivation for people making niche games – they can do Ok. False modesty aside, what did it for us:

■good hooks
■good production values.

Please evaluate those harshly before taking your project the commercial route.

4/15 Switch is doing Ok. We launched on Steam with 31k wishlists. On Switch...??? (we really have no idea), in the busiest week of the year. It's a shame you can't do much about pre-launch visibility other than hire good PR, which we did! Shout to @CharleneLebrun ■Thanks again!

5/15(Btw we're now 30% off on Switch in the EU, just sayin' ■)



6/15 All revenue we make goes straight into funding #ProjectGreenhorn further, so the ■ will have wait
We could take our time, but we're not making the mistake of spending 4 years on 1 game again. It's already much more ambitious than Gibbous from several points of view.

7/15 Even so, we will probably Kickstart #ProjectGreenhorn in order to afford stuff like VO. We polled Gibbous backers and they're as excited as we are for another go. A few thoughts on @kickstarter :

8/15 If your game looks good and you can afford ~1.5 months of preparing, it's worth Kickstarting. Good opportunity to grow a community, fund your game, and please the Steam algo with good CCU at launch.

Read more here ■ https://t.co/kh1bGz1SWo

9/15 Back to #ProjectGreenhorn - doing our best to put together enough sexy footage for trailer and official reveal, hopefully Q1 this year. It's important that it clearly tells in which exciting ways we'll stray from the classic p&c formula, which is why it's taking some time.

10/15 It's all kind of surreal that we've been doing this thousands of miles away from @losttraindude and in an almost non-stop lockdown. We're aware how fortunate we are not to be affected by #COVID19 and we're not taking it for granted. ■

11/15 New year resolution for us is probably a bit more ■ and fresh air than 2020, revealing #ProjectGreenhorn, Kickstarting it, and, uuuh, maybe even launching it? We're nothing if not optimistic ■

Here's where we're at with environments again:



12/15 And a first sneak peek at an environment! Using outlines this time around has sped up things immensely on my part.



13/15 We're mostly focusing on environments now so we can string them all together. I can't wait 'till we get to animating! And neither can @camicuibus ■

14/15 That's the thread.

We want to thank each and every one of you who've supported us and made Gibbous & #ProjectGreenhorn possible. We know how fortunate we are to have so many people care about what we do...

15/15 ...And not a day goes by without expecting it all to come crash--- I mean, without feeling grateful that we make what we love for a living - vidya games.

If we could hug you all, we wouldn't, 'cause of Covid.

But we wish we could!

@threadreaderapp unroll