Why release BattleCakes in Early Access?

We're a very small team that has been developing BattleCakes for a few years now, and we're super excited for you to play it! We had planned to launch the full game this October, but we've realized that launching the full game now would not only force our team into an unhealthy crunch cycle, but also risk not offering the quality gameplay experience that we've aimed for.

That said, we feel it's important to be open about how messy and complicated it is for humans like us to make even a cute little game. We love BattleCakes so much, and we hope that you do too — that's why we're releasing into Early Access now. This way, you can start playing it sooner, and we can schedule the final development of the full game in a way that keeps our team healthy, and our game what we dreamed it could be.

How long will BattleCakes be in Early Access?

BattleCakes will enter Early Access on October 26th, 2023. We hope to be in Early Access for about 3 months and will be releasing our first bi-weekly content update on November 9th, but that might shift a bit — we're planning to be a little flexible to make sure that your feedback is prioritized during the final development phase.

Bug fixes will be released as needed through out the Early Access period.

Will the full version differ from Early Access?

The full 1.0 version of BattleCakes will have five distinct biomes to explore, each with it's own variety of side quests, items, toppers, etc., with an eye toward playability and polish all around.

What's the current state of the Early Access game?

BattleCakes currently has all major systems in place. About a third of the game is currently playable in Early Access — The first two major towns, their dungeons and the surrounding landscapes are ready for exploration! There are also a handful of player actions, items, crafting recipes and toppers that will be expanded during the final stage of development.

Will there be a price difference?

Yes! We're reducing the price to $14.99 for those supporting the game in Early Access. It'll be full price, $19.99, once all additional content has been added and we get to the game's full release.

How will we involve the player community?

We want your feedback! Our community on both Steam and Discord will help inform and improve development decisions as we wrap up the game and head toward final release.