

Forum:[Hack Forums](#)

Thread: [Game is finally live! Well our Kickstarter <3](#)

Mr. Robot - February 4, 2020, 9:46 pm

[align=center]

<https://www.kickstarter.com/projects/monsterlayerthegame/monster-layer-an-adult-rpg-adventure-game>

So finally launched today after over a years progress on development, concept and design. For so long we have browsed the internet, seeing only adult animations - pre-made sequences of a standard we would have loved to play, only to be disappointed by them leading to ads that want credit cards;

That never have anything behind the paywalls anyway.

That's why we decided to create Monster Layer.

Use your sword, bow and abilities you gain to make your way through this epic adventure - the real adult RPG game we have always wanted. The realistic graphics and the deep story in a combination unlike any other.

Let's show that adult content is wanted in the gaming industry, something these big companies shy away from. Adults play games too.

Our goal is to develop an amazing fantasy RPG adult adventure game, An open world for the full adult experience without taking away from game-play and story. A place where you can explore your sexuality in a safe environment while also setting a precedent for future games that hit the scene.

Through the full version of the game we hope to achieve something that allows people to traverse their sexuality and appetite in the safety of their own home.

<https://www.kickstarter.com/projects/monsterlayerthegame/monster-layer-an-adult-rpg-adventure-game-0>

Zero - February 4, 2020, 9:56 pm

Was waiting for this!

Will check it ASAP!! (At work atm).

Good luck and congratulations!

A + - February 4, 2020, 10:03 pm

Didn't see that coming. Good luck

Riggs - February 4, 2020, 10:10 pm

Pledged. Know you've put in a lot of hard work, so hope your campaign gets some traction.

Best of luck.

Citoa - February 4, 2020, 11:24 pm

Can't wait for the LGBT version.

Mr. Robot - February 4, 2020, 11:25 pm

(Feb 4, 2020 10:56 PM)Zero Wrote: [\[CITE\]](#) Was waiting for this!
Will check it ASAP!! (At work atm).

Good luck and congratulations!

Oh boy thanks man. It's been a long road to get here, takes a lot figuring the ins and outs of a game people will enjoy.

(Feb 4, 2020 11:03 PM)SuitedPear Wrote: [\[CITE\]](#) Didn't see that coming. Good luck
Well if you play our game, you'll definitely see something 'coming' xd

(Feb 4, 2020 11:07 PM)Money- Wrote: [\[CITE\]](#) Give a download link. I want to play.

Hang on , this ain't free right? How much for the game. Hopefully ya can make it to steam so I can flex in my steam library.

Yeah right now due to the scope of the project we are running the kickstarter - but yeah it will hopefully end goal be on steam seeing as the type of content allowed there now -

See "Negligee"

I mean we might be able to give awards out / achievements such as "Virgin" :)

(Feb 4, 2020 11:10 PM)Riggs Wrote: [\[CITE\]](#) Pledged. Know you've put in a lot of hard work, so hope your campaign gets some traction.

Best of luck.

Riggs you are a fucking beast, you didn't have to do that my dude <3

(Feb 4, 2020 11:18 PM)Stephen Wrote: [\[CITE\]](#) As soon as I am home from work I will give it a look over!

I was wondering when it would be released.

Stephen, man you're just a dope dude either way - stay chill man.

(Feb 5, 2020 12:24 AM)Citoa Wrote: [\[CITE\]](#) Can't wait for the LGBT version.

Hey, if that's what you're personally into, that's why we included it! We have 3 LGBT members on our team however we need to reach that funding goal to be able to create the first full game that allows for LGBT content in a manner that isn't satirical, offensive and overall hurtful to the community.

Just good old harmless fun.

Zero - February 4, 2020, 11:31 pm

(Feb 5, 2020 12:25 AM)Mr. Robot Wrote: [\[CITE\]](#) Oh boy thanks man. It's been a long road to get here, takes a lot figuring the ins and outs of a game people will enjoy.

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Yeah right now due to the scope of the project we are running the kickstarter - but yeah it will hopefully end goal be on steam seeing as the type of content allowed there now -

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Just good old harmless fun.

Might help you out with some cash later. Was really looking forward to this as this was something you worked really hard for and I'm really excited to check the result of your hard work.

ContestOver - February 5, 2020, 12:14 am

cool but not sure why the video is so vague. you need to show gameplay or something as no one is investing before they know if they want a copy of it which they cannot tell at all. unless this game is just for HF members which maybe it is then i can understand why not much info on it. as all the average viewer is picking up is darts and boobs.

Linux X - February 5, 2020, 12:15 am

Nice try.

Mr. Robot - February 5, 2020, 12:16 am

(Feb 5, 2020 01:14 AM)ContestOver Wrote: [\[CITE\]](#) cool but not sure why the video is so vague. you need to show gameplay or something as no one is investing before they know if they want a copy of it which they cannot tell at all. unless this game is just for HF members which maybe it is then i can understand why not much info on it. as all the average viewer is picking up is darts and boobs.

Idk man like 75% of donos already came directly from browsing sections on Kickstarter. I guess we'll see in time if you're right.

Bit hard to show actual adult material on a website that doesn't allow it XD

(Feb 5, 2020 01:15 AM)? GRAPHIC PLEASURE ? Wrote: [\[CITE\]](#)

Nice try.

Intentionally left like that as we never ended up saving that version out. :)

Bastille - February 5, 2020, 12:43 am

Wasn't aware that was a sexual oriented game, good luck with your project buddy :)

Mr. Robot - February 5, 2020, 1:24 am

(Feb 5, 2020 01:43 AM)Yseurk Wrote: [\[CITE\]](#) Wasn't aware that was a sexual oriented game, good luck with your project buddy :)

Hey thanks man, how long till people start saying the obvious 'banned in china' xd

Dotexe - February 5, 2020, 1:34 am

Inb4 greenlight for steam. Heh, nice job mate.

Mr. Robot - February 5, 2020, 2:37 am

(Feb 5, 2020 02:34 AM)Dotexe Wrote: [\[CITE\]](#) Inb4 greenlight for steam. Heh, nice job mate. That is the dream right there, the allow adult material now but still nobody has made anything like this.

Exe - February 5, 2020, 2:59 am

Can I ask what was your guys budget to create this whole game for adults?

Mr. Robot - February 5, 2020, 3:23 am

(Feb 5, 2020 03:59 AM)guccy Wrote: [\[CITE\]](#) Can I ask what was your guys budget to create this whole game for adults?

Our total budget for design, concept, art, promotion and everything in between cost us about \$15k. I lost track of the amounts I spent on food during meetings and covering travel costs for the other devs - well over double that in the end.

A lot of it comes down to figuring out the mechanics behind what you want to build, it takes an extremely long time - A lot of people only see the end product and think the concept is simple or easily defined and decided. It really isn't - There were a lot of variations we tried and tested, even building 40% of one of the projects and deciding the mechanics wouldn't best represent what we want to bring to the market.

We are using a total of about 5-10% of what we worked on for the campaign as far as material created, art made and gameplay shown. We decided we wanted to go for a more artistic style at the end rather than a bunch of random bullshit clips with people running around doing a few bits and pieces. Not only that but actually showing adult content itself isn't allowed in the TOS>

Vitani - February 5, 2020, 4:52 am

I've got a feeling that this will be huge. If you manage to get this game up and running and maybe even on steam, you'll be the first ones to enter new territory. Pretty amazing!

SIM-3323508 - February 5, 2020, 6:39 am

congrats on the progress i remember when you first started

Mr. Robot - February 5, 2020, 6:58 am

(Feb 5, 2020 07:39 AM)MMLF Wrote: [\[CITE\]](#) congrats on the progress i remember when you first started

Feels like I haven't slept since then.

(Feb 5, 2020 05:52 AM)Vitani Wrote: [\[CITE\]](#) I've got a feeling that this will be huge. If you manage to get this game up and running and maybe even on steam, you'll be the first ones to enter new territory. Pretty amazing!

Thanks man, it will be a huge fucking opportunity to get this up and out.

funtela - February 5, 2020, 7:07 am

Will be pledging when I arrive back home. I know you've been working on this for a long time. It's incredible how much more work you've done since you first mentioned it to me a while ago.

Good luck, bro. I can definitely see this on Steam in the near future. Can't wait to play it!

normaldeve - February 5, 2020, 7:51 am

i like the project and the name but IMO you could squeeze much more money from kickstarter with good well polished video with music, that would show best content. something like trailer. the amount of money and interest depends on trailers and the like, but videos especially

Luca - February 5, 2020, 7:52 am

Nice! How much will it cost?

Lorem Ipsum - February 5, 2020, 8:01 am

I am not able to support your Kickstarter at this time, but I will try to support you in those 45 days left.

Looks great so far and I hope your game will be launched as planned! Keep it up my man, you're on your way to become part of Rockstar like GTA.

sp??k? - February 5, 2020, 8:37 am

Wow this game seems really cool, would love to play it in future

Geralt - February 5, 2020, 9:30 am

Looks dope, I'm a big fan of rpg games, might back this up, great job so far!

Joy - February 5, 2020, 9:49 am

The game looks really great. Love the work you guys put in.

I have a feeling this game is gonna be pretty big.

Goodluck with it Mr. Robot.

SIM-4577611 - February 5, 2020, 11:08 am

I can't wait to play the game.

Nate - February 5, 2020, 11:27 am

When you say adult you mean sexual? or just rated M

Mr. Robot - February 5, 2020, 2:46 pm

(Feb 5, 2020 12:27 PM)N?te Wrote: [\[CITE\]](#) When you say adult you mean sexual? or just rated M Sexual haha. The end game will be insane.

Charger - February 5, 2020, 2:49 pm

Looks cool buuuut

Quote: You will unlock new sexual positions and fetishes as you progress which you will then be able to go back to previous encounters to use
ight, imma head out

Anyway, best of luck with this.

Mr. Robot - February 5, 2020, 4:23 pm

(Feb 5, 2020 03:55 PM)Lowkey Wrote: [\[CITE\]](#) I better be able to play this on VR so I can grab Demon tiddy in 2 years tops.

We plan on having first person usable via VR controlled with the XY axis but depends really.

Mr. Robot - February 5, 2020, 8:25 pm

(Feb 5, 2020 08:14 PM)Lowkey Wrote: [\[CITE\]](#) As an honorary tit man myself I had better be the first to demo the beta. ?

Of course catman ;) you can beta run

Nate - February 6, 2020, 1:36 am

(Feb 5, 2020 03:46 PM)Mr. Robot Wrote: [\[CITE\]](#) Sexual haha. The end game will be insane. Vouch copy pls <3?

Mr. Robot - February 6, 2020, 4:05 am

(Feb 6, 2020 02:36 AM)N?te Wrote: [\[CITE\]](#) Vouch copy pls <3?

A few people on HF have been around so they are first in.

Burnzy - February 6, 2020, 4:18 am

Looks great good job! Are you planing on hiring mods in the future?

Mr. Robot - February 6, 2020, 4:23 am

(Feb 6, 2020 05:18 AM)Burnzy Wrote: [\[CITE\]](#) Looks great good job! Are you planing on hiring mods in the future?

For the discord channel? Will probably put someone in charge of full time support that can fill a social media position (twitter) as well.

Burnzy - February 6, 2020, 4:34 am

(Feb 6, 2020 05:23 AM)Mr. Robot Wrote: [\[CITE\]](#) For the discord channel? Will probably put someone in charge of full time support that can fill a social media position (twitter) as well.

Maybe the game will have multiplayer in the future?

Mr. Robot - February 6, 2020, 4:40 am

(Feb 6, 2020 05:34 AM)Burnzy Wrote: [\[CITE\]](#) Maybe the game will have multiplayer in the future?

Not this particular version however if we get the support and people share it around - especially from HF to make it more world wide - we can expand into full VR and multiplayer.

Angel - February 6, 2020, 4:59 am

I remember when you started creating threads about developing this game, I am impressed with the progress, I "pledged" \$25, Good luck!

Mr. Robot - February 6, 2020, 5:22 am

(Feb 6, 2020 05:59 AM)Angel Wrote: [\[CITE\]](#) I remember when you started creating threads about developing this game, I am impressed with the progress, I "pledged" \$25, Good luck!

Wow thank you! Really appreciate it, anyone from HF who has supported us especially in the past i'll be hooking up with beta tests.

flavoral - February 6, 2020, 9:10 am

WOOHOO ???

Congrats man! One step closer!

jBarrel - February 6, 2020, 3:31 pm

Best of the luck for your project

sirisaacnudes - February 6, 2020, 4:34 pm

Haha looks like an interesting game.

Mr. Robot - February 6, 2020, 7:51 pm

(Feb 6, 2020 10:10 AM)flavoral Wrote: [\[CITE\]](#) WOOHOO ???

Congrats man! One step closer!

Thanks man, been a long process but hopefully it works out.

Yin Yang - February 6, 2020, 7:56 pm

Glad to see you were able to finish it

Mr. Robot - February 6, 2020, 9:34 pm

(Feb 6, 2020 08:56 PM)Yin Yang Wrote: [\[CITE\]](#) Glad to see you were able to finish it
There's still a long road ahead but with everyones support and sharing it around - we can make it happen.

BreadMaker - February 6, 2020, 9:39 pm

Will be pledging soon bro
Well done & best of luck!

Swip3r - February 6, 2020, 9:42 pm

even though you're a little bitch for the lame sht you pulled on my boy, I wish you luck pal you need it.

Mr. Robot - February 6, 2020, 11:48 pm

(Feb 6, 2020 10:39 PM)BreadMaker Wrote: [\[CITE\]](#) Will be pledging soon bro
Well done & best of luck!
Thank you so much dude! We really appreciate it.

Zero - February 7, 2020, 12:34 am

Added 25\$ to your bucket [Mr. Robot](#)
Best I can do right now ?

Mr. Robot - February 7, 2020, 12:35 am

(Feb 7, 2020 01:34 AM)Zero Wrote: [\[CITE\]](#) Added 25\$ to your bucket [Mr. Robot](#)
Best I can do right now ?
Honestly thank you so much! Right now the backer count is more important to us than the dollar value as it shows us that people want this :)
Might need to share it around in your market! lol

mazed - February 7, 2020, 12:36 am

Good luck with the game!
Looks like you put a lot of hard work into it! Hope it turns out good for you!

Zero - February 7, 2020, 12:43 am

(Feb 7, 2020 01:35 AM)Mr. Robot Wrote: [\[CITE\]](#) Honestly thank you so much! Right now the backer count is more important to us than the dollar value as it shows us that people want this :)
Might need to share it around in your market! lol
I'll do my best for you buddy!

eXceptional - February 7, 2020, 12:53 am

I got some money yesterday. I'll probably pledge it today. Good luck with the game.

Mr. Robot - February 7, 2020, 1:52 am

(Feb 7, 2020 01:53 AM)eXceptional Wrote: [\[CITE\]](#) I got some money yesterday. I'll probably pledge it today. Good luck with the game.
Thank you either way <3 We appreciate the support.

SilverAmerican - February 7, 2020, 4:13 pm

I can definitely see you have put in a lot of work and honestly the game looks truly amazing. I am however a bit worried about the high backer goal needed to be reached. Ive used kickstarter for a long ass time and its always seemed difficult for things to reach 100k backings. Excited to see how it goes though and Ill definitely pledge myself to bring you guys one step closer to success!

Mr. Robot - February 7, 2020, 10:37 pm

(Feb 7, 2020 05:13 PM)SilverAmerican Wrote: [\[CITE\]](#) I can definitely see you have put in a lot of work and honestly the game looks truly amazing. I am however a bit worried about the high backer goal needed to be reached. Ive used kickstarter for a long ass time and its always seemed difficult for things to reach 100k backings. Excited to see how it goes though and Ill definitely pledge myself to bring you guys one step closer to success!

Hey thanks a lot! Well the main thing is, coming from somewhere like HF and with the niche we believe people want - all it comes down to is publicity and advertising and as such we are reaching out to HF members with experience.

It's one advantage HF has coming from here.

Herbert - February 8, 2020, 12:39 am

Seems very promising, are you planning to release a playable demo soon?

SIM-4378207 - February 8, 2020, 2:31 am

\$100k? Damn. Really hard to achieve that on Kickstarter especially without hype around your game. Will you release it even if you don't get to the \$100k goal?

cryp - February 8, 2020, 6:33 am

(Feb 8, 2020 03:31 AM)Wortox Wrote: [\[CITE\]](#) \$100k? Damn. Really hard to achieve that on Kickstarter especially without hype around your game. Will you release it even if you don't get to the \$100k goal?

It's an all or nothing goal so I assume not.

I do wish you the best of luck though Robot. I hope it hits the funding. If you get it on steam I'll def snag a copy of the game, would love to pledge but they don't accept my card.

shippyship - February 8, 2020, 6:39 am

Cant wait to check this out! Hope all the hard work pays off!

Accord - February 8, 2020, 6:52 am

Ive read your past thread about this progress and Im happy that the kickstarter is now running. I promise that the first sales will be goes to this project. Im really into rpg games.

Golden Kappa - February 8, 2020, 11:58 am

Awesome, I've always wanted to play a good adult game. I hope it gets popular and wish you the best of luck on developing :)

DNA - February 8, 2020, 1:24 pm

I still don't see any actual gameplay footage, screenshots or anything of the sort.

Seems to me as if you're doing nothing more than Keeping up Appearances.

Although I am not usually quick to judge, so I will continue to bite my tongue until I see something further.

Keep this post in mind for future campaigns as it served as a deterrent from supporting you.

Edit:

I have viewed your discord and your Kickstarter, none of which provide any gameplay or actual screenshots, the screenshots provided might as well been taken from the video. Which is most likely an asset pack crammed into a scene and viewed from the editor camera.

You say you will be using Unreal Engine 4, which is primarily for FPS games due to the networking being focused on UDP, did you consider the implications of lost packet data?

Furthermore the goal you have set is \$150,000 and you have stated that you have been working on it for more than three years.

First and foremost, how do you plan on paying for all the artists and developers? I run a small indie mmorpg myself and I can tell you that at least 1 third of your full goal will only cover 1 artist for three years, for a very cheap low poly/mid poly 3D artist. How do you plan on achieving paying for these artists.

Secondly circling the issue regarding UDP, UDP cannot handle server style mmorpgs, everyone who has a basif understanding of programming will tell you that you should be using TCP unless using a lobbying system. How do you plan on addressing these issues using UE4?

Continuing on that statement, the community support for engines like Unity are vastly greater than that of UE4.

Furthermore, circling back to the financial aspect.

Let's say you find a couple of decent artists and a couple of programmer who will work for say \$20 an hour and \$25 an hour. The amount of hours required to complete such a project is enormous, I speak from personal experience as I was doing the task myself, but quickly became overwhelmed.

So in this hypothetical situation you have two employee's under you. If what you state is correct and you have spent three years on it, you would be at a state where everything is predefined. Say you spend 6 months, 6 hours a day each, 2 days off a week. That's 5 days multiplied by 6 multiplied by 4, 6 times over. So you have an estimated workload of about 720 hours of work each.

If what you say about working on it for so long is correct.

So 720 at \$20 an hour is \$14,500 approximately, give or take and \$21,5000 for each programmer. You will need more than an artist and a programmer and programmers go for about 25-30 an hour (based on project length) depending on skill.

So let's say, two programmers, two artists, 1 game designer.

The programmers alone will be \$43,000, \$29,000 for the artists and \$14,500 for the game designer.

That's a total of \$86,500, for 6 months of work, not to mention advertising and such.

I write this because I do not believe you will be able to complete the project, even if you have reached your goal.

I do not believe you have spent three years designing this as I have spent three years designing my game and I have gameplay footage to show for it.

And please don't come at me with "I'm under an NDA", because if you're chief, that NDA doesn't apply for you as you have no shareholders and have not had an IPO, therefore there is no reason why you wouldn't be able to show your "game".

I'm done. GLWS and Good Luck with whatever you're trying to do

Mr. Robot - February 8, 2020, 4:17 pm

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Yeah, Let's waste more time, money and resources just to show a rigged model running around a world - because that's all other shit shows in their trailers. It's absolutely retarded IMO and a complete shit show.

Anyone can rig a model and create a character blueprint and run around an environment.

Without voice acting and intense work for rigging the models to match words - the only thing you can show is a shitty environment with low poly models. You can't show any real gameplay otherwise guess what? We wouldn't need the funding to create the game in the first place.

DNA - February 8, 2020, 4:19 pm

(Feb 8, 2020 05:17 PM)Mr. Robot Wrote: [\[CITE\]](#) Yeah, Let's waste more time, money and resources just to show a rigged model running around a world - because that's all other Clay Davis shows in their trailers. It's absolutely retarded IMO and a complete Clay Davis show.

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1. Nobody said 3 years.
2. It will cost up to \$50,000 per year for each individual person to work full time on the project.
3. The stretch goals are extremely important. The base game of 4 characters and 4 areas vs the entire game with quest lines.

Due to the costs of each individual team member, some can only work on it as a side project and will continue to do so under the original campaign goal. The stretch goals each give an opportunity to bring someone new on as well as take a current member and get them full time. All of which have worked on well known commercial titles before.

(Feb 8, 2020 05:19 PM)Joe Profaci Wrote: [\[CITE\]](#) Read my edit. If that was the case and this game needs to be built. I definitely do not believe you will achieve this at all. But good luck

Who in their right mind would build the game before raising the funds? We have test environment, all build WITHOUT premade assets but I appreciate the concern. This isn't "Day of Dragons".

Yes, again - let's show intense gameplay footage of someone else's assets and environment - because guess what? That's the only way of doing it without the base funding.

We aren't going to waste another year of our lives putting together not only something we can't fully showcase due to restrictions around adult content - but all the individual props that need to be built and voice acting that needs to be done. At that point there is absolutely no reason to even run a campaign?

People have lives and incomes they need to earn to provide for their families. We can't drop everything and work on something without giving up a lot of other things in our lives to make it happen.

By running the campaign, not only do we see the support for a project like this - it gives an opportunity to make something that wouldn't be made otherwise.

DNA - February 8, 2020, 4:32 pm

(Feb 8, 2020 05:23 PM)Mr. Robot Wrote: [\[CITE\]](#) 1. Nobody said 3 years.

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- 1: "So finally launched today after over a years progress on development, concept and design. " Right, I must be confusing you with another.
- 2: \$50k ? You must be kidding. A game on your proposed scale is at least 3 years of work.
- 3: Even the base game will exceed your goal in required funding. Is it too late to change the goal? You would need AT LEAST 250k to complete this game, I am being very very honest with you. Have you considered offering workers a tier based profit share agreement instead? This would be a more viable approach and you would not be wasting precious funds.

My advice here, do not use UE4, try and get as many on a profit share agreement as possible and you have spent far too much time planning, it's time start developing, regardless of Kickstarter status.

Take this from someone who started their own MMORPG with nothing more than a \$400 PC that took 6 hours to build my game for 2 years to get enough funding to get my first development PC.

But seriously, good luck. If you pull this off, you will definitely exceed mine and anyone's expectations.

Mr. Robot - February 8, 2020, 4:41 pm

(Feb 8, 2020 05:32 PM)Joe Profaci Wrote: [CITE](#) 1: "So finally launched today after over a years progress on development, concept and design. "

- Right, I must be confusing you with another.
- 2: \$50k ? You must be kidding. A game on your proposed scale is at least 3 years of work.
 - 3: Even the base game will exceed your goal in required funding. Is it too late to change the goal? You would need AT LEAST 250k to complete this game, I am being very very honest with you. Have you considered offering workers a tier based profit share agreement instead? This would be a more viable approach and you would not be wasting precious funds.

My advice here, do not use UE4, try and get as many on a profit share agreement as possible and you have spent far too much time planning, it's time start developing, regardless of Kickstarter status.

Take this from someone who started their own MMORPG with nothing more than a \$400 PC that took 6 hours to build my for 2 years to get enough funding to get my first development PC.

But seriously, good luck. If you pull this off, you will definitely exceed mine and anyone's expectations.

Exactly you pointed it out in number 1. Over a years worth of progress - not 3 years worth of progress.

\$100k USD is the base goal. It's also due to my experience with both coding, blue prints and animating carrying the project. My house is also on the same property as 3 game devs who will be working on it part time at that point.

If you check the original stretch goal, It only expands 4 areas with 4 Females - that's only a couple months work at part time pace and definitely doable on even \$35-40k. The rest is for tax purposes. Yup that's what me and the team have decided depending on the tiers of funding. They'll work on it

for game sale based income instead of direct shares.

We already each have \$5k-\$10k builds here, we don't have a lot of the minor costs you see with some poor person living in the middle of nowhere.

At the end of the day, the game is being built either way - it's just whether we do it in 3 years without the funding at a lower standard - or one year with the support and backing, knowing we aren't wasting our time and being able to create something not only we are proud of, but also something our players can be proud of.

Besides 2 people from HF who have supported us, currently without any advertising we are at over 100 pledges. All non associated and found directly through Kickstarter itself.

The reason we haven't done any advertising campaigns is we wanted to see the support we gained without it first.

0l1v14 - February 8, 2020, 10:56 pm

(Feb 8, 2020 02:24 PM)Joe Profaci Wrote: [\[CITE\]](#) UDP cannot handle server style mmorpgs
Who said anything about an MMO?

DNA - February 8, 2020, 11:23 pm

(Feb 8, 2020 11:56 PM)0l1v14 Wrote: [\[CITE\]](#) Who said anything about an MMO?

An MMO is a game which typically holds anywhere from hundreds to hundreds of thousands.

I said it was an MMO, because that seems to be the goal here, I doubt they'll want less than 200 players.

I've already spoken to Mr Robot in PM

Mr. Robot - February 8, 2020, 11:25 pm

(Feb 9, 2020 12:23 AM)Joe Profaci Wrote: [\[CITE\]](#) An MMO is a game which typically holds anywhere from hundreds to hundreds of thousands.

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I've already spoken to Mr Robot in PM

The game isn't online. I think you must have misread something or misinterpreted something along the line. It's fine, I know you have your MMO which is probably at the top of your mind and it helps confuse things.

Also let's be clear, Fortnite is running Unreal Engine.

DNA - February 8, 2020, 11:39 pm

(Feb 9, 2020 12:25 AM)Mr. Robot Wrote: [\[CITE\]](#) The game isn't online. I think you must have misread something or misinterpreted something along the line. It's fine, I know you have your MMO which is probably at the top of your mind and it helps confuse things.

Also let's be clear, Fortnite is running Unreal Engine.

Hmm? I never said it was online, I was stating that your goal is that of an MMO, something the user who quoted me had stated wasn't the case.

If we're going to be clear, if you earn over \$3,000 per quarter, Unreal engine takes 5% of that.

To put that in perspective, if you made a game that exceeded 1b in profit (keep in mind I just read 7b profits for fortnite), they would get 50 million, for doing nothing at all, per billion.

So just by allowing them to use their platform, fortnite would have already given epic games 350 million dollars, for doing absolutely nothing.

This is why I suggest other engines that aren't money mongers.

Mr. Robot - February 8, 2020, 11:46 pm

(Feb 9, 2020 12:39 AM)Joe Profaci Wrote: [\[CITE\]](#) Hmm? I never said it was online, I was stating that your goal is that of an MMO, something the user who quoted me had stated wasn't the case.

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So just by allowing them to use their platform, fortnite would have already given epic games 350 million dollars, for doing absolutely nothing.

This is why I suggest other engines that aren't money mongers.

We were just stating that an MMO is online. It's in the name.

We aren't online, therefor we are not an MMO.

DNA - February 8, 2020, 11:52 pm

(Feb 9, 2020 12:46 AM)Mr. Robot Wrote: [\[CITE\]](#) We were just stating that an MMO is online. It's in the name.

We aren't online, therefor we are not an MMO.

Yes but to develop that MMO, you first must need to do so locally, ergo it's still an MMO by technicalities.

Anyhow, good luck with it.

0l1v14 - February 8, 2020, 11:53 pm

(Feb 9, 2020 12:39 AM)Joe Profaci Wrote: [\[CITE\]](#) Hmm? I never said it was online, I was stating that your goal is that of an MMO, something the user who quoted me had stated wasn't the case.

- MMO

- Talking about the networking issues of the engine's built-in network layer

Sure, never said it was online.

DNA - February 8, 2020, 11:53 pm

(Feb 9, 2020 12:53 AM)0l1v14 Wrote: [\[CITE\]](#) - MMO

- Talking about the networking issues of the engine's built-in network layer

Sure, never said it was online.

Are you daft?

You don't need to have it online to work on the networking nor do you need an MMO online to work on it or call it an MMO.

Don't act dense.

You obviously wouldn't design a game around UDP if the end goal was an MMO

0l1v14 - February 8, 2020, 11:56 pm

(Feb 9, 2020 12:53 AM)Joe Profaci Wrote: [\[CITE\]](#) Are you daft?

You don't need to have it online to work on the networking.

Being an online game != having it online

Goal is not an online game

Mr. Robot - February 8, 2020, 11:56 pm

(Feb 9, 2020 12:53 AM)Joe Profaci Wrote: [\[CITE\]](#) Are you daft?

You don't need to have it online to work on the networking nor do you need an MMO online to work on it.

Don't act dense

I think the definition of an MMO is being thrown around a bit loosely. The definition of an MMO is online.

Quote:MMO

an online video game which can be played by a very large number of people simultaneously.

What does MMO stand for.

A massively multiplayer online game (MMOG, or more commonly, MMO) is an online game with large numbers of players, typically from hundreds to thousands, on the same server. MMOs usually feature a huge, persistent open world, although some games differ.

As such we are not creating an MMO.

(Feb 9, 2020 12:56 AM)0l1v14 Wrote: [\[CITE\]](#) Being an online game != having it online

Goal is not an online game

I think it's just a misunderstanding of the terminology.

DNA - February 8, 2020, 11:58 pm

(Feb 9, 2020 12:56 AM)0l1v14 Wrote: [\[CITE\]](#) Being an online game != having it online

Goal is not an online game

Nope.

I suppose we don't sandbox anything either? Let's just develop a networking system on the hopes it will work out and then later down the track, realise our mistakes

You truly are dense

(Feb 9, 2020 12:56 AM)Mr. Robot Wrote: [\[CITE\]](#) I think the definition of an MMO is being thrown around a bit loosely. The definition of an MMO is online.

As such we are not creating an MMO.

I think it's just a misunderstanding of the terminology.

Indeed, and it's frustrating that he continues on this and forces some sort of confusion in this thread.

Anyways, seriously good luck MrRobot

0l1v14 - February 8, 2020, 11:58 pm

(Feb 9, 2020 12:56 AM)Mr. Robot Wrote: [\[CITE\]](#) I think it's just a misunderstanding of the terminology.

I'm just curious why he/she seems to think every game in existence is an MMO tbh

Donuts - February 8, 2020, 11:58 pm

(Feb 9, 2020 12:39 AM)Joe Profaci Wrote: [\[CITE\]](#) Hmm? I never said it was online, I was stating that your goal is that of an MMO, something the user who quoted me had stated wasn't the case.

If we're going to be clear, if you earn over \$3,000 per quarter, Unreal engine takes 5% of that.

To put that in perspective, if you made a game that exceeded 1b in profit (keep in mind I just read 7b profits for fortnite), they would get 50 million, for doing nothing at all, per billion.

So just by allowing them to use their platform, fortnite would have already given epic games 350 million dollars, for doing absolutely nothing.

This is why I suggest other engines that aren't money mongers.

Yes cause im sure epic games is crying every night that they gave away 350 mil on a game that made them close to 4 billion in revenue

Mr. Robot - February 9, 2020, 12:00 am

(Feb 9, 2020 12:58 AM)Joe Profaci Wrote: [\[CITE\]](#) Indeed, and it's frustrating that he continues on this and forces some sort of confusion in this thread.

Anyways, seriously good luck MrRobot

Thanks for your input and concerns dude. Appreciate it and good luck with your own project. If we find a way at a later point we could always throw some promotion in for your thing if we can.

We actually had an idea for some cryptography challenges in game. References to the sword in the stone and monty python - wherein script and meaning can be leading to something.

DNA - February 9, 2020, 12:00 am

(Feb 9, 2020 12:58 AM)Donuts Wrote: [\[CITE\]](#) Yes cause im sure epic games is crying every night that they gave away 350 mil on a game that made them close to 4 billion in revenue

Profits that don't need to be turned over if built on another more reliable, professional and affordable engine.

Don't put your opinions where they're not needed

Mr. Robot - February 9, 2020, 12:01 am

(Feb 9, 2020 12:58 AM)0l1v14 Wrote: [\[CITE\]](#) I'm just curious why he/she seems to think every game in existence is an MMO tbh

At the end of the day, we are creating what we are creating - an offline story driven game where ya fuck things and have fun. That's pretty much it. RPG adventure.

DNA - February 9, 2020, 12:01 am

(Feb 9, 2020 01:00 AM)Mr. Robot Wrote: [\[CITE\]](#) Thanks for your input and concerns dude.

Appreciate it and good luck with your own project. If we find a way at a later point we could always throw some promotion in for your thing if we can.

We actually had an idea for some cryptography challenges in game. References to the sword in the stone and monty python - wherein script and meaning can be leading to something.

Aha, I might play it just to see the reference ;)

And we'll see how we go, you never know when our roads may cross paths

0l1v14 - February 9, 2020, 12:01 am

(Feb 9, 2020 12:58 AM)Donuts Wrote: [\[CITE\]](#) Yes cause im sure epic games is crying every night that they gave away 350 mil on a game that made them close to 4 billion in revenue
To be fair revenue != profit so that's a valid concern.

Mr. Robot - February 9, 2020, 12:03 am

(Feb 9, 2020 01:00 AM)Joe Profaci Wrote: [\[CITE\]](#) Profits that don't need to be turned over if built on another more reliable, professional and affordable engine.

Don't put your opinions where they're not needed

This is the only serious thing i'd disagree with you on. I'm fine with paying the 5% to use Unreal instead of Godot, CryEngine or Unity. The only reason we will change is if the team majority decide to use something alternative.

We wouldn't be doing it for the cost, we would be doing it due to what we can build reliably with the experience of the developers.

DNA - February 9, 2020, 12:08 am

(Feb 9, 2020 01:03 AM)Mr. Robot Wrote: [\[CITE\]](#) This is the only serious thing i'd disagree with you on. I'm fine with paying the 5% to use Unreal instead of Godot, CryEngine or Unity. The only reason we will change is if the team majority decide to use something alternative.

We wouldn't be doing it for the cost, we would be doing it due to what we can build reliably with the experience of the developers.

All I'm saying is view your alternative options in great depth.

Unreal Engine is a low quality engine imho (hence why fortnite, COD mobile and PUBG mobile all look exactly the same).

This is like how Unity was 5 years ago, everyone using the same templates.

The only reason UE4 is getting as much attention as it is, is because of the millions of dollars of assets they gave for free, on the condition that they are used within UE4.

I honestly believe their percentage is predatory, but each to their own opinions.

I can say from my personal experience, that Unity beats Unreal, but GoDot beats Unity.

Well not just my experience, but the feedback of others as well.

Proprietary Engines Killed the Indie Industry.

Mr. Robot - February 9, 2020, 12:12 am

(Feb 9, 2020 01:08 AM)Joe Profaci Wrote: [\[CITE\]](#) All I'm saying is view your alternative options in great depth.

Unreal Engine is a low quality engine imho (hence why fortnite, COD mobile and PUBG mobile all look exactly the same).

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I honestly believe their percentage is predatory, but each to their own opinions.

I can say from my personal experience, that Unity beats Unreal, but GoDot beats Unity.

Well not just my experience, but the feedback of others as well.

Proprietary Engines Killed the Indie Industry.

Well we will definitely be looking into GoDot but it's more the coding side I prefer Unreal Engine for over Unity. Level design is different but I do agree a lot of the free assets became abusive (even the paid too) and that's why even though we are building with UE4 we will be building from ground up.

I'll probably have to extend time required to make sure the other devs can learn GoDot reasonably quickly - that's the only main concern.

Heart - February 9, 2020, 1:28 am

looks promising i'm sure if this ends up how i'd imagine it would make big bank

Mr. Robot - February 9, 2020, 9:31 am

4 days in and no advertising outside of HF and twitter yet - kicks in today.

Mix - February 9, 2020, 6:18 pm

I almost forgot about the game you were making. God, I also feel bad now as I remember you asking for help with something from me. Can't remember what it was for tho. Good job on the release.

Montana - February 9, 2020, 8:18 pm

This looks fun! i will give it a shot here in a bit.

Mr. Robot - February 9, 2020, 11:31 pm

(Feb 9, 2020 07:18 PM)Mix Wrote: [CITE](#) I almost forgot about the game you were making. God, I also feel bad now as I remember you asking for help with something from me. Can't remember what it was for tho. Good job on the release.

Hey appreciate it dude, either way this is where we are at.

Maxorg - February 10, 2020, 9:25 am

Congratulations on your launch. I will be sure to check it out soon.

SIM-2998667 - February 10, 2020, 11:16 am

Great job to you and your team dude! Great concept and a great idea! Sex always sells ;)

Doctor. - February 10, 2020, 10:18 pm

Congratulations. Will have to check it out in spare time

Vantos - February 11, 2020, 5:23 am

Is this game playable or still beta?

Juicy5s - February 11, 2020, 11:10 am

wow sounds like a good concept! hopefully u can reach ur goal

Mr. Robot - February 11, 2020, 7:58 pm

(Feb 11, 2020 06:23 AM)Vantos Wrote: [\[CITE\]](#) Is this game playable or still beta?
It's not fully built yet nor available, right now it's the funding period to do the entire thing.

Deployed - February 11, 2020, 8:46 pm

Just want to stop in and congratulate your work ethic. Best wishes for the overall turnout, I am always in admiration of immense commitment like what has been instilled here

- Deployed

Ser - February 11, 2020, 9:28 pm

This game looks insane, I love the graphics. Wish you the best in regards to getting your Kickstarter goal.

Dhoroty - February 12, 2020, 7:29 am

The project looks great, hope you'll succeed. Should get promotion by gaming bloggers, or something.

The Amazing Sinner - February 12, 2020, 7:34 am

I've seen alot of posts regarding your game, looks very promising !

QTipx - February 12, 2020, 4:28 pm

Interesting game for sure, i'll keep track of this.
Good luck buddy :)

SNAK - February 12, 2020, 11:20 pm

Looks interesting.
Quite sexy graphics used. Hopefully you manage to bring it IG also!

I can't count how many times I've seen some sexy "Evony" advertisement, only to be disappointed and bored in-game.

Grizzly - February 12, 2020, 11:45 pm

Ill throw something tomorrow good luck with support.

Mr. Robot - February 13, 2020, 4:05 pm

(Feb 13, 2020 12:20 AM)Snak Wrote: [\[CITE\]](#) Looks interesting.
Quite sexy graphics used. Hopefully you manage to bring it IG also!

I can't count how many times I've seen some sexy "Evony" advertisement, only to be disappointed and bored in-game.

Thank you and completely agree! It's time to change it up.

Vitani's Mate - February 13, 2020, 7:56 pm

I hope there is going to be some awesome sex scenes in this game.
Could really use some new fap material.

Rsynced - February 13, 2020, 11:48 pm

Congrats on your porn RPG! Looks neat honestly...

Fortunate - February 13, 2020, 11:59 pm

Good luck with the project Mr. Robot, you have my full support.
Sucks that I'm too busy to help at the moment, but let me know if you need anything, maybe I can redirect you to the right people.

Mr Kewl - February 14, 2020, 12:18 am

(Feb 4, 2020 10:46 PM)Mr. Robot Wrote: [\[CITE\]](#)

<https://www.kickstarter.com/projects/monsterlayerthegame/monster-layer-an-adult-rpg-adventure-game>

So finally launched today after over a years progress on development, concept and design. For so long we have browsed the internet, seeing only adult animations - pre-made sequences of a standard we would have loved to play, only to be disappointed by them leading to ads that want credit cards;

That never have anything behind the paywalls anyway.

That's why we decided to create Monster Layer.

Use your sword, bow and abilities you gain to make your way through this epic adventure - the real adult RPG game we have always wanted. The realistic graphics and the deep story in a combination unlike any other.

Let's show that adult content is wanted in the gaming industry, something these big companies shy away from. Adults play games too.

Our goal is to develop an amazing fantasy RPG adult adventure game, An open world for the full adult experience without taking away from game-play and story. A place where you can explore your sexuality in a safe environment while also setting a precedent for future games that hit the scene.

Through the full version of the game we hope to achieve something that allows people to traverse their sexuality and appetite in the safety of their own home.

<https://www.kickstarter.com/projects/monsterlayerthegame/monster-layer-an-adult-rpg-adventure-game>

For research purposes, after everything is said and done - would anyone on HF like to see the stats from where people came from? Right now 7 out of 9 found us directly through Kickstarters home page.

I can't tell you how proud I am. Wishing you all the love and support from my side and like I said, let me know if you need any help. :)

Will try to donate some soon as saving up for a DIVI masternode.

Mr. Robot - February 14, 2020, 5:04 pm

(Feb 14, 2020 01:18 AM)Mr Kewl Wrote: [\[CITE\]](#) I can't tell you how proud I am. Wishing you all the love and support from my side and like I said, let me know if you need any help. :)

Will try to donate some soon as saving up for a DIVI masternode.

<3 I appreciate it ! We just got to a new milestone today.

Amp - February 15, 2020, 12:12 am

Best of luck with your project.

Vitani - February 15, 2020, 2:28 pm

So far so good, it's really starting to get some more attention now. I'm rooting for you to get fully funded, maybe even reach some stretch goals!

mirale - February 15, 2020, 2:31 pm

Looking good, Best of luck to your Game

Joel - February 16, 2020, 3:01 am

You've talked to me a small bit about this. Happy to see its finally coming to fruition.

Dhoroty - February 16, 2020, 11:53 am

The 15k barrier is almost hit! Also 4 weeks left, so I hope you'll succeed, since the project is interesting and unique.

SIM-3587630 - February 17, 2020, 9:34 am

Best of luck with your project, definitely looks interesting.

Zero - February 17, 2020, 10:33 pm

Almost at 20k! Let's go guys! Support him and help him and his team reach their dream! Looking forward for the beta version to give this a go.

TheEqualiser - February 18, 2020, 6:46 am

Got 10K in a day, looks promising :o)

flavoral - February 18, 2020, 7:40 am

Almost 20k raised so far. Congrats again man!

Zee - February 18, 2020, 9:25 am

I wish you the best of luck with your venture. Hopefully, you will reach your crowdfunding goals. Unfortunately I will not be playing myself, but I will definitely spread the word to people that might be interested in this genre of games.

Vitani - February 19, 2020, 10:02 am

Almost 20k in 10ish days is actually really impressive. Good job on you. I'm still rooting for you to get fully funded. With a bit of luck it'll blow up even more!

Cyam - February 19, 2020, 10:45 am

I'm honestly very hyped about the game. It's weird cause I was thinking if there is an adult game that's actually good looking and I came across this thread. I hope you will get fully funded for this project and good luck!

Dorrance - February 20, 2020, 2:12 pm

Nice game art, I did not know you finished this. I hope this becomes a big rpg game in the future.

Goku - February 20, 2020, 2:21 pm

I remember you talking about this and people doubting you. Great to see it come so far, although I'm not into this kinda games I can't wait to see it out of beta.

FBIRandom - February 20, 2020, 2:22 pm

did you actually code this game or you more of a spokesperson for the game?

Mr. Robot - February 21, 2020, 9:40 am

(Feb 21, 2020 10:39 AM)Fictional Wrote: [\[CITE\]](#) Lmao, this is exactly what I expected from you. Why

not fund it with your STRAT.

All \$1m? I mean sure if it were that easy right?

VIXV - February 23, 2020, 3:10 am

Can't believe I missed this, gonna check this out ASAP Robot.

FBIRandom - February 23, 2020, 10:50 pm

looks like campaign has stalled. started out ok but the dont see it hitting the 100k as not even 1/5 of the way there. as at this pace need about 4k a day donated.

good luck on next project

ehaneikalvein - March 3, 2020, 1:04 am

(Feb 4, 2020 10:46 PM)Mr. Robot Wrote: [\[CITE\]](#)

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For research purposes, after everything is said and done - would anyone on HF like to see the stats from where people came from? Right now 7 out of 9 found us directly through Kickstarters home page.

[Mr. Robot](#)

This game really seems to be very adventurous and exciting. I will definitely give this a try. BTW

Congratulations and best wishes!

AevanParker - March 3, 2020, 9:34 am

(Feb 4, 2020 10:46 PM)Mr. Robot Wrote: [\[CITE\]](#)

<https://www.kickstarter.com/projects/monsterlayerthegame/monster-layer-an-adult-rpg-adventure-game>

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For research purposes, after everything is said and done - would anyone on HF like to see the stats from where people came from? Right now 7 out of 9 found us directly through Kickstarters home page.

This is awesome man. Just checked it and truly speaking this sounds promising.

Renestey - March 4, 2020, 6:48 am

Awesome man! Keep up the great work

Shone - March 5, 2020, 6:06 am

Remember when you contacted me regarding funding this project, nice to see you actually ended up getting some proper funding. Good luck with the game, seems like it definitely has a playerbase to cater to.

YoGotti - March 8, 2020, 6:15 pm

Looks like a great game, unfortunately I do not have time to game on my pc currently but when I do I plan on backing this. I deeply appreciate the effort put into the kickstarter cheers!

WebWeaver - March 10, 2020, 9:16 pm

Dang this is pretty cool, lets see how it goes.

Crimin4L - March 11, 2020, 9:59 am

Wow, nice job Robot! Insane to see you have so many backers and a total of 26k pledged; Great job mate! Looking forward to seeing this when its all done :D

military - March 12, 2020, 1:16 am

(Mar 11, 2020 09:59 AM)Crimin4L Wrote: [\[CITE\]](#) Wow, nice job Robot! Insane to see you have so many backers and a total of 26k pledged; Great job mate! Looking forward to seeing this when its all done :D
you not read?

>All or nothing. This project will only be funded if it reaches its goal by Fri, March 20 2020 9:30 PM PDT.

>8 days to go

>\$26,497 pledged of \$100,000 goal

that would be a no as there is a reason he clearly put all or nothing.. no way he is raising 74k in 8 days lol

Crimin4L - March 12, 2020, 11:41 am

(Mar 12, 2020 01:16 AM)military Wrote: [\[CITE\]](#) you not read?

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that would be a no as there is a reason he clearly put all or nothing.. no way he is raising 74k in 8 days lol

So then what happens to the 27k if he doesn't reach the goal?

military - March 12, 2020, 12:48 pm

(Mar 12, 2020 11:41 AM)Crimin4L Wrote: [\[CITE\]](#) So then what happens to the 27k if he doesn't reach the goal?

he refunds you and every other person that invested in game

Crimin4L - March 12, 2020, 1:52 pm

(Mar 12, 2020 12:48 PM)military Wrote: [\[CITE\]](#) he refunds you and every other person that invested in game

Ahh word, I was about to say thats some bs if he gets to walk away with all that money lmao.

military - March 12, 2020, 1:57 pm

(Mar 12, 2020 01:52 PM)Crimin4L Wrote: [\[CITE\]](#) Ahh word, I was about to say thats some bs if he gets to walk away with all that money lmao.

Yes, kickstarter actually only charges your credit card if the project reaches its Goal by the End Date.

If a Kickstarter project "fails" by not reaching its Goal by the End Date, then you will still have your money.

So only way he would be able to scam you is if he met the goal of 100k but then didn't deliver the game but as of now all 25k is in an escrow type system so every person will get their money back no questions asked as op hasn't got a dime of it.

Crimin4L - March 12, 2020, 1:59 pm

(Mar 12, 2020 01:57 PM)military Wrote: [\[CITE\]](#) Yes, kickstarter actually only charges your credit card if the project reaches its Goal by the End Date.

If a Kickstarter project "fails" by not reaching its Goal by the End Date, then you will still have your money.

So only way he would be able to scam you is if he met the goal of 100k but then didn't deliver the game but as of now all 25k is in an escrow type system so every person will get their money back no questions asked as op hasn't got a dime of it.

Ahh, that makes sense. Would be stupid if he still got the money and didn't follow through on what he promised.

Montana - March 13, 2020, 1:51 pm

This game looks really cool. How long will this game continue do you think? Looks very interesting. I look forward to seeing this become something great.

military - March 18, 2020, 10:07 pm

28hrs left.

was following it to see if chance games comes to light but guess not.

gg

Mr. Robot - March 18, 2020, 11:02 pm

(Mar 18, 2020 10:07 PM)military Wrote: [\[CITE\]](#) 28hrs left.

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gg

We expected this due to the way Kickstarter works, we build a following - decrease the launch amount to reach it faster then go from there.

military - March 18, 2020, 11:09 pm

(Mar 18, 2020 11:02 PM)Mr. Robot Wrote: [\[CITE\]](#) We expected this due to the way Kickstarter works, we build a following - decrease the launch amount to reach it faster then go from there.
ok keep at it.

cu in future

Cunt - March 20, 2020, 1:06 am

Damn man. I remember when you posted this idea. Thought it had a lot of potential but wouldn't get that far.

Good shit man! Good luck with the project.

Mr. Robot - March 23, 2020, 7:44 pm

We have just relaunched! So 30 days to go and we'll see.

SIM-3609092 - *March 23, 2020, 8:15 pm*

Will most definitely pledge tomorrow! Looks good I wish you the best of luck!