\\\

so where is all this headed, what does the future
look like for [badslimeinc]? first, let's look at the
roadmap itself:

\\\

:[season one]:
1. base.core >> base.play
{{fundamentals, abt ur relationship w. the
mechanics}}
2. pup.slime && toy.slime
{{permission to play xx ritualizing your routine}}
3. med.core interspersed (vet time, dolly tune-up)
[[break]]
4. med.corex3 & base.end
[[break]]
5. astral.core >> astral.play
{{internal, abt ur relationship w. the concepts}}
6. bot.core >> mechslime && dataslime
{{see the source code}}
7. med.core interspersed (alignment, mechanic)
[[break]]
8. med.corex3 & astral.end
[[break]]
9. cult.core\\hive.core\\ritual.core
{{external, abt your relationship w. the space}}
10. med.core interspersed (priest, shaman)

[[break]]
11. bad.core \\ god.core
{{ designer egregores && entity engagement
environment }}

\\

but what does it mean?

i'm so glad you asked!

1. base.core begets base.play, which teaches us how
to engage with our slime.girl, and thus with other
autonomous entities, within our own headspace. it
discusses baseline mechanics and general navigation
fundamentals.

2. pet.core & doll.core provide a bit of fun as
starter.cores, meant to give you a playground to
practice your newfound skills.
pup.slime focuses on giving us permission to be
silly, gross, & cringe, allowing us to unlock our
baser selves and to appreciate the weirder aspects of
kink.
toy.slime helps us ritualize our routine, with
mantras & tasks that teach us how to self-condition
and even interface with our neurodivergence in unique
ways.

3. med.core modules will drop sporadically throughout the two .core programs; the most likely format will be a single scenario module for each starter.core, with a good and bad end\flavor for each module.

[[we will probably take a small break]]

4. roughly three standalone med.core modules will be released, and we will finish up base.play for good, thereby presenting the first act climax and closing out base.core.

[[we will probably take another small break]]

5. we begin astral.core, which will replace base.core as the new free .core program. this will include astral.play, a series of modules designed to focus on our relationship to metaphysical concepts, getting us ready internally to begin interfacing with the Out There -- the Liminal.

6. bot.core drops, and soon after comes mechslime && dataslime. two parts of the same single machine, these two will interface with our braindrive to show us what it means to touch our own source code. draws heavy inspiration from the mech-posting scene, frames the subject as pilot to mech.slime & assisted by the data.slime "AI".

7. med.core will again be peppered throughout, and will probably include things like mechanic visits and ai alignment testing.

[[there will be another short break]]

8. three more standalone med.core modules & the end of astral.core.

[[yet again, a break]]

9. cult.core\\hive.core\\ritual.core gets us engaged in the external, teaching us about our interplay with the Liminal, the space outside of our braindrive. this will include ritual practices, occult concepts, and entity engagement protocols so as to take the surreal and bring it into the real.

10. once again med.core will be interspersed and will focus on themes of spiritual healing.

[[the final break of season one, will likely be longer]]

11. bad.core \\ god.core; this is our big build up, the culmination of the bad.slime story line and our first real connection with the entities that dwell in the Liminal. here we will include a new braindrive OS designed to act as an interface for Liminal

engagement, as well as a series of hand-crafted
egregores with which to practice engagement. each
functions as its own, fully autonomous spirit, and
can be interacted with at will.
finally, we will include plugins and instructions for
other designer egregores and spirits found around the
net.
{ the Liminal OS may be released with cult.core,
though we are as yet undecided on the matter, and
it's too far out to really concretize things }

\\\

ultimately, this is all just pre-planning, and who
knows where we'll be by the time we get there, but
we're really excited about where we're headed, and we
can't wait to break your cute little minds, my sweet
subjects~