



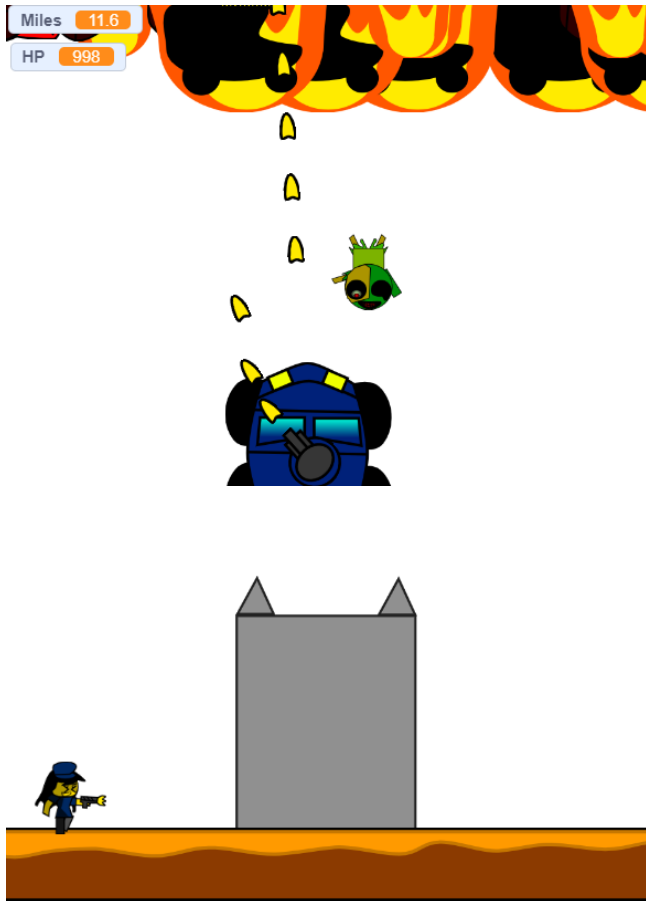
Main Proposal (Hacking-Man):

I am currently working on a My Construct Game called Hacking-Man. I haven't really gotten an idea for how the whole story should work but it will be somewhat a Spider-man themed game. I thought that instead of using web-shooters, Hacking-Man will use webs that will teleport him anywhere but with some limited abilities. Maybe I will take an idea of the Dragon Ball Z's Super Saiyan and give that form to Hacking-Man, just that he will not be a Saiyan. The villain of Hacking-Man will maybe be the government trying to hunt down Hacking-Man. I also thought of a trilogy, but I am getting ahead of myself there.



Side Proposal(The Multiverse of MrFallBall):

I am currently also making MrFallBall 3 and I almost finished Chapter 1, but that's like a fraction of the whole story. I may finish chapter 2, but there is no exact date for chapter 2. The story will be a multiversal one where MrFallball travels different Roblox universes and tries to fix the problem from the previous sequel of MrFallBall. The chapters of this game will be released on Scratch.



Future Proposal (ROBLOX DOOMSDAY and An unnamed game):

I also have been thinking about making a Roblox themed Road of Dead game, I have been inconsistently working on this game for a year which makes the game like 3/10 done and the game is currently called "ROBLOX DOOMSDAY" (the name may change) . I also thought of a sequel but haven't thought about the ROBLOX DOOMSDAY story. ROBLOX DOOMSDAY will be released on Scratch but the game may take a long time to release. I also thought of a game which is a mix of Team Fortress 2, Tower Defense games, and Spooky's Jump Scare Mansion which will have 3 stories (modes) inside the game.

Here's a Art of my characters from the different games I create:



Top left: Hacking-Man

Top right: MrFallBall

Bottom left: Scout (temporary name.)

Bottom Right: the driver of ROBLOX DOOMSDAY