

What the Funge Seasonal Recap

Hired several new team members focusing on:

- Growth & Marketing
- Community Management
- UX/UI & Design
- Game Design

Updated the game what seems like a dozen times, including:

- Fixed many bugs causing login and stability issues
- Optimised the game (it's 70%+ smaller now)
- Designed and implemented a juicy balance pass, ~40% of all Funges were affected
- Improved mobile compatibility
- Fixed various Web3 connectivity issues
- Revamped the tournament payout structure, now ~66% of participants will be eligible for rewards

We've hosted several tournaments paying out thousands in prizes, and there's one ongoing right now as well. Check it out at whatthefunge.io

What's Coming Up?

The Copium Update

Let your stressed out Funges kick their feet up and take a break to gain powerful enhancements and buffs - With the Copium Update, What the Funge will offer new ways to progress and advance within the game. Additionally, there'll be..

- A rehaul of the UI/UX of the game
- A brand new Copium system, enhancing strategic depth while offering a cleaner UX
- A change to the in-game Funge Tier system, which will be simplified

Growth and Marketing

We have several prolific NFT IP's included in What the Funge and we haven't kicked off any community activations with them just yet. We want to make the most of these first time activations, so we're brewing something up.

Improved Onboarding

What the Funge will soon offer Web3 & Web2 UX improvements to ease the onboarding experience to the game. On top of these various materials and in-game improvements & features will reduce the complexity of first visiting the game to let people get a smoother introduction to What the Funge.