

blessfrey

Fact Sheet

- **Description:** Build synergies across your skillbar and teammates to explore the dungeon under the local shopping center.
- **Developer:** chimchooree, US indie dev
- **Genre:** Singleplayer Action RPG
- **Release Date:** Spring 2030
- **Platforms:** Linux, Windows, possibly more
- **Engine:** Godot Engine
- **Website:** blessfrey.me
- **Contact + Social:** [Twitter @lilchimchooree](https://twitter.com/lilchimchooree)

Description

Blessfrey is the first commercial game in development by US-based indie game developer chimchooree.

Blessfrey is a 2D action RPG set in a rural town riddled with secret tunnels and dungeons. The multiclass and skill system emphasizes player skill, personal expression, and exploration. Delve deeper under the town by discovering new skills, building synergies within your skillbar, and recruiting AI teammates.

Features

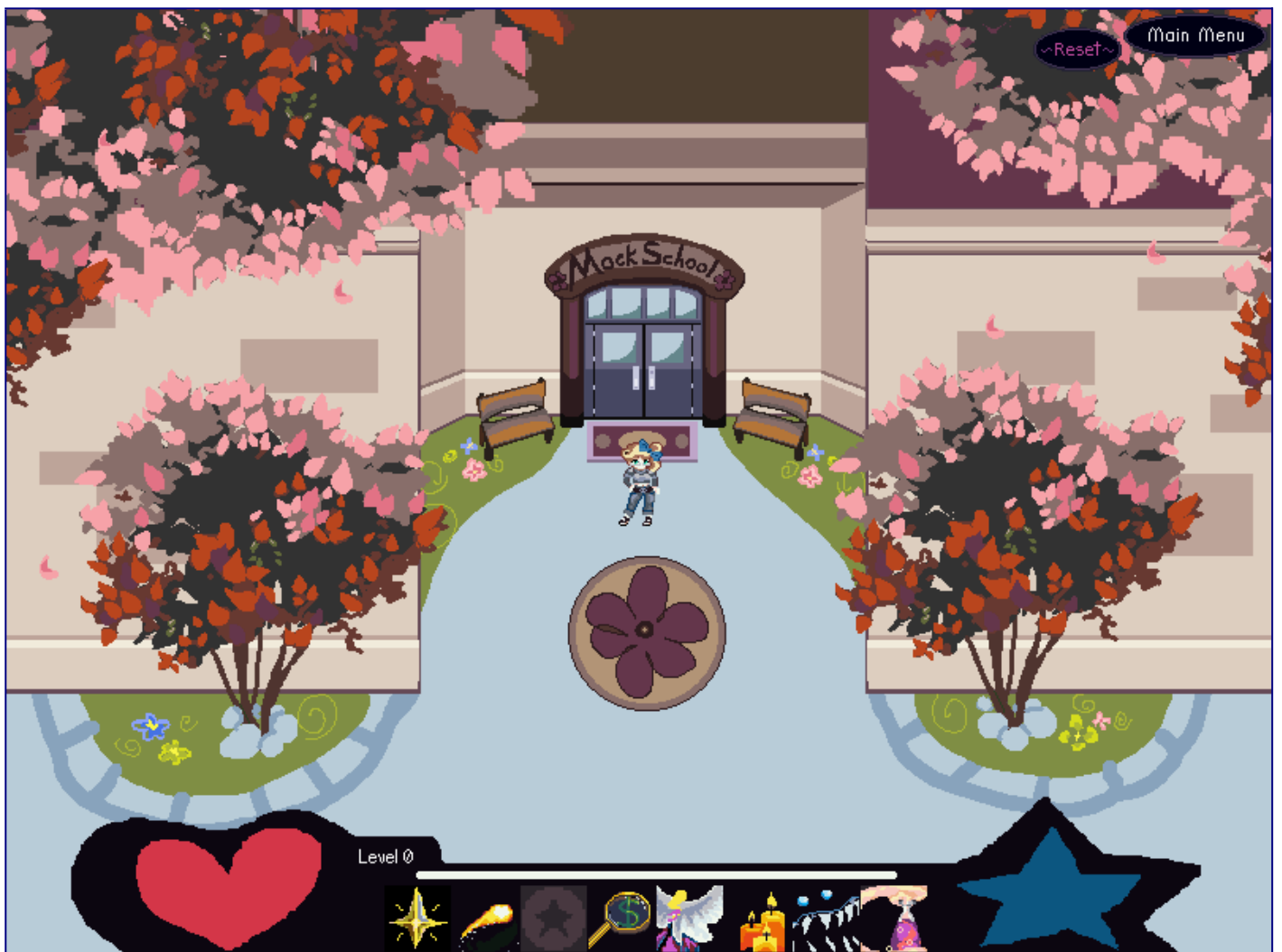
- Try tens of possible dual-class combinations
- Experiment with hundreds of possible skillbar combinations
- Freely relocate skill points and swap out skills in safe areas. Few class progression decisions are permanent.
- Learn new skills through exploration and gameplay
- Explore an underground world

Developer

chimchooree is learning to code through making her dream game, automating the boring stuff, and taking online classes. See some of her public code on [GitLab](#) and some of her design process on her [blog](#) and on [Twitter](#).

Her most complex projects are blessfrey, a 2D action RPG written in Godot Engine's GDScript and Cat Store, a text-based cat show and breeding sim written in Java using IntelliJ.

Graphics







Contact

Please message me on [Twitter @lilchimchooree](#).

Credits

- Code, Art, Design: chimchooree
- Engine: Godot Engine
- [Full Credits](#)

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