



PARAFIELD | 10 YEAR PLAN.

RESTRICTION LEVEL: **PUBLIC**

Introduction

These past years at Parafield have been a crazy one. And around 2024 and 2026, things have been happening in the background to try and get Parafield back up. Now it's 2026 and we've come a long way since then. Ofc we might have had trouble and there, but from where we stand now. I think it's clear to say that we now have a clear path of what we want to do now.

And we'd like to share you some insights on what Parafield be doing for the next 5 to 10 years once we finish everything, and we'd like to also share some important updates for what will be happening with Parafield Studios and not just that but for the Community as well.

We're done with ROBLOX

We talked about this a lot, Director of Parafield as argued about this a lot. But we need to address someone first... Roblox, a platform that we thought it will be great for our needs now ruined with how the current state is. Huge risks of predators on the platform, the company clearly not caring about their fanbase and more about investors, and the dreaded Publishing Requirements which pissed us and many small developers out there.

We've never liked what ROBLOX has been doing with all of these update changes, and we most certainly won't tolerate any sort of unsafe or NSFW behavior especially when it involves *LITERAL* child predators lurking around the platform. After a bunch of back and forward conversations with Council and Administrators, we decided to do something that we really didn't want to do but we felt it was necessary. We went ahead and halted development on ROBLOX and completely abandoned the platform entirely.

It was a gamble on our end. This is a major jump on our end, considering 98% of all Parafield Developers only know how to program, how to build, how to UI design on this platform. We've been so used to the ROBLOX engine ever since Parafield Studios founded. But now that we jumped to Godot, things have changed a lot. It's why we've tried opening up 2nd wave applications, it's why we've attempted to start a campaign which ultimately didn't do much.

We're however won't stop with game development. Even if we've moved to Godot, we're not giving up on the games that we've envisioned. Which is why we're going to keep on pushing forward.



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Why Godot?

Okay, but why Godot? Simple, it fits under the category of being simple to pick up and the fact **the community itself is maintaining it** is great!

Coming from Roblox, we were used to having everything under one roof, but we were also sick of being at the mercy of a corporation that didn't care about its devs anymore. Godot gives us the total opposite. It's open-source, meaning nobody can suddenly pull the rug out from under us, change the licensing terms, or force bloated crap into our workflow.

It's lightweight, it's fast, and because the community actually runs the show, it evolves based on what real developers need, not what a board of investors wants to hear. It's the perfect bridge for us right now and it lets our team take time to rebuild, learn how to handle a proper, independent game, and keep pushing out the games we want to make without any giant corporates screwing us over.

But as great as Godot is for getting us off the grid, we aren't stopping there. **This is a bridge, not the final destination.** And we'll talk more about that soon.

We however, need to talk about the games...

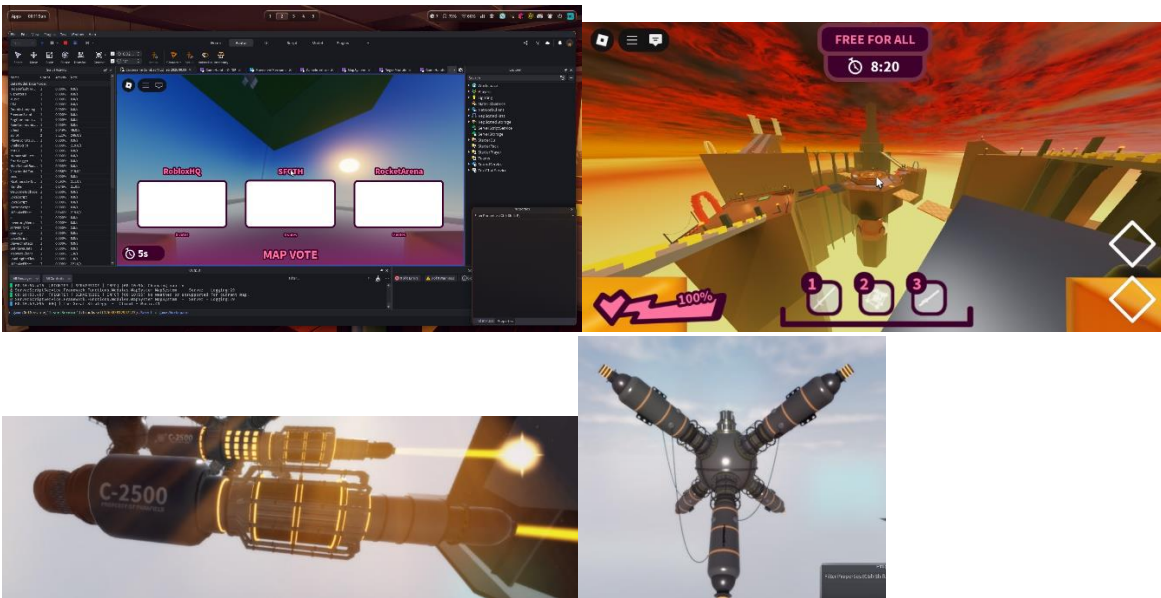


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The games.

We're very secretive when it comes to showcasing sneak peeks. We wouldn't be surprised if most people have grown tired of waiting. As a matter of fact. We're not going to hide it anymore, here's some old development back when we were still on ROBLOX.



Even with the departure, there's still a massive spark in this team. Now that we've left the platform, and show that even after abandoning a platform that's destroying itself, we can still build something incredible. And we're definitely not abandoning these ideas.

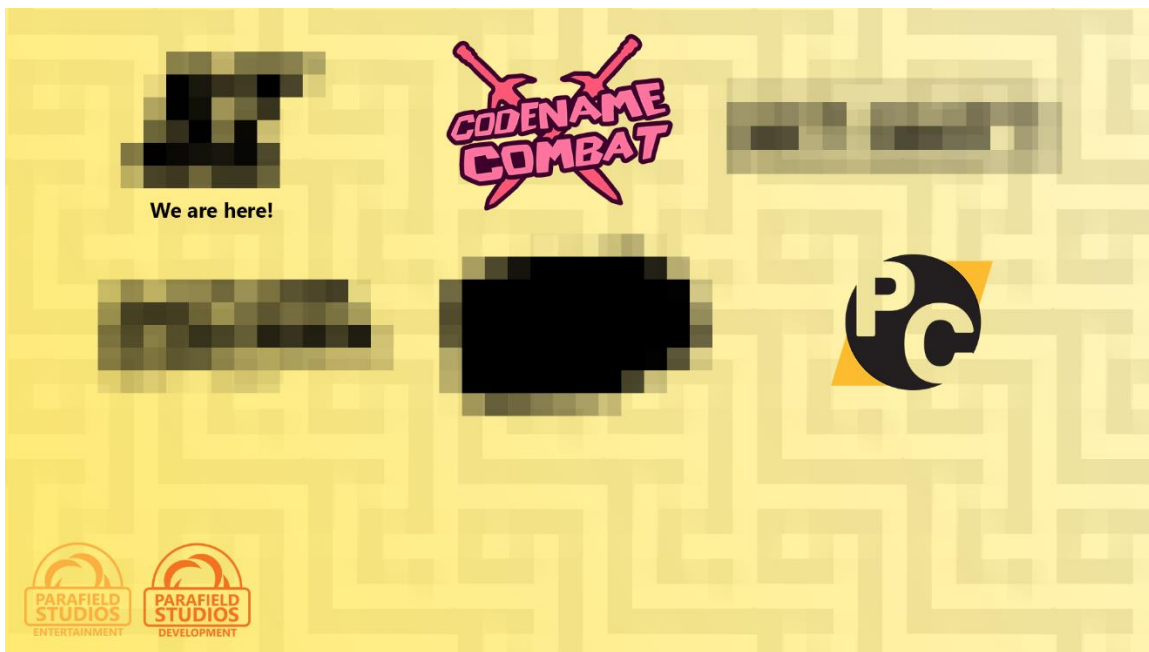


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The games. (Continued)

We currently have 6 games planned in our roadmap. Two 2D games and four 3D games with plans to eventually expand this map or showcase these ideas to the community for feedback. These games are still completely under wraps and have yet to be shown. However, we still plan to revive two of our well-known games down the line; they'll just have to be pushed back for now so we can focus entirely on mastering Godot.



However, we don't just want to do games as well. There are some other things we've done. We just have to talk about the community first.



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The Community

As our community server slowly starts rebranding itself, we want to interact with the community just like how we used to do back then. We've done plenty of stuff in the past, such as hosting Game Nights and Movie Nights, and if most PFLD Collaborators remember, *Spookphobia*.

If you don't know what that project was, it was a BOO!DGS-inspired storyline taking place in an alternate timeline in Parafield Lore, where Batista (the character) was assassinated back in 2023 and came back as a ghost. Although this story collab has pretty much died and isn't being worked on anymore, it still shows how we interacted with community members who wanted to volunteer with us on projects like these.

And who knows, if the majority wants it, we can continue doing these types of collaborations with our members. It's just that we had to focus more on our game development, especially after everything else that has happened. **Remember that you guys aren't just customers or whatever wording that corporates use... you are all a core part of the Parafield identity, and we thank you for being a part of our community since 2019.**

Now... With all of that aside. Let us explain why our plan requires 5 or 10 years...



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Parafield in 5-10 Years...

We have a huge R&D plan to tackle once we finish and publish our games and fully build out our infrastructure.

First, let's talk about game engines. They're all good in their own ways, but each of them shares a distinct set of downsides.

Unreal Engine is a major powerhouse when it comes to making realistic-looking games, but it's incredibly heavy, and the commission fees for releasing games are pretty heavy as well. Unity is another option, but their reputation has been completely ruined by their greed, and we personally don't trust them. Godot is a great engine, and we've been using it ever since we jumped away from Roblox; however, it is still mostly known for 2D games. It still lacks robust in-engine 3D building, meaning if you want to build 3D games in Godot, you have to rely heavily on external tools like Blender, which most of us still lack the knowledge to use at this time. And Roblox...? Well, all we can say is that it used to be good...

But with all of this in mind, we thought about an idea that could change how game development is handled. **What if we combine all of the pros of these engines and create an all-in-one Game Engine and Editor that is completely flexible and can handle whatever you throw at it?** It shouldn't matter if it's a simple 2D game or the next realistic-looking AAA title. We want all of this completely open-sourced by us with zero commissions or fees, completely under the GNU General Public License (GPL).

That's why we have plans to create Storming Engine...

Scroll down... We'll explain more..



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Storming R&D Development

Here is the absolute blueprint of what we're going to build. We are going to take a high-performance C++ engine, pair it with a blazing-fast Rust physics engine (Rapier), and wrap it all cleanly inside a heavy-duty Java application editor. When it comes to coding, we are making development completely expandable, with native plans to support Lua, C#, and visual Code Blocks. We'll also build frameworks straight into the core architecture to handle completely different genres out of the box—like integrating Ren'Py frameworks to let you build deep visual novels directly inside Storming, alongside custom add-ons to export your games far beyond just modern PCs and consoles.

And hell, if you are a developer and want to help expand this, we will gladly hand you the keys. Fork it, build upon it, create your own frameworks, and tear it apart to make it better.

It is an incredibly complex plan, and it will most likely drive all of us completely insane... But if this succeeds? **We will completely destroy the current vision of game development entirely.** We can't promise a victory, but this is our definitive attempt to smash the barrier completely and bring total chaos to the corporate tech giants. Because honestly? Fuck them all. This is a direct threat to the corporate status quo, and we don't care *who* the fuck it is. Good corporate? Bad corporate? Fuck them all, we want to see them panic on their knees.

If that means we need to bring back REDTOPS Enterprise entirely to engineer our own custom languages and revive our legacy projects like Redline (Python styled code to C++) and Amberlink (the Java killer) to get the job done... then so help me, **WE'LL FUCKING DO IT.**

We will figure out a million fucking ways to make this happen, even if we have to sacrifice everything we have, including our sanity. This is fucking war, and we are going to be the ones to beat some goddamn sense into these pathetic corporations.

Now, don't get us wrong—we aren't saying this because we hate other indie-friendly engines like Godot. Godot is fucking brilliant, and we love what their community is doing. This isn't about them; this is a direct declaration of war against corporate gatekeeping, and an all-out assault on the limitations of being locked into a single ecosystem.

So, to all the developers out there: if you want to join us on this absolute nightmare of a road... do it. Step up. We couldn't care less—welcome to the frontline.



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Addressing the Hard Questions: R&D Strategy

A 10-year master plan sounds insane to outsiders, and building an "everything engine" invites immediate skepticism regarding scope creep, funding, and technical execution. We aren't hiding from those challenges; we've engineered the architecture to mitigate them from day one.

Games First, Tools Second

We are entirely realistic about our learning curve. The team is actively mastering Godot while building our upcoming titles. We are currently sitting at Internal Alpha 7 on our leading 2D platformer. We refuse to sacrifice engineering quality or rush a broken game out just to check off a roadmap milestone. We are taking the time to study the documentation deeply. Shipping polished, complete games on Godot is our absolute priority these titles are our "proof of life" and will completely self-fund our long-term R&D without corporate or investor dependencies.

The Minimum Viable Product (MVP) Blueprint

We aren't trying to drop a fully fleshed-out ecosystem on day one. Phase 1 of Storming Engine will be a strictly disciplined, bare-bones core slice: a stable C++ runtime, integrated Rust physics (Rapier), a lightweight Java workspace editor, and basic Lua scripting. It only needs to render and execute a stable sandbox environment locally. Once the foundation is unshakeable, only then do we expand scripting hooks to C# and visual blocks, or integrate advanced genre frameworks.

Why a Java Workspace Editor? Are you fucking crazy?!?!

Hardheaded devs naturally worry about the JVM, memory bloat, and UI lag when they hear "Java." Here is our defense:

- **No Standalone JVM Dependency:** The editor will be strictly optimized and compiled to bundle its own embedded runtime environment. The end user will never have to install separate runtime packages.
- **Zero-Bloat Multi-Platform Stability:** We are leveraging Java's highly mature desktop UI handling to build a rock-solid editor interface that behaves identically across Windows, Linux, and Mac.
- **Separation of Concerns:** The Java editor handles the asset pipelines and user interface background threads efficiently, leaving the heavy graphical runtime entirely to our ultra-fast C++ and Rust core. If a future escape hatch is ever needed, our custom language projects like Amberlink or any other solutions still remain on the table.

Technical Line in the Sand (Our Fallback Pivot)

We are fully committed to this road, but pride will not kill Parafield. If maintaining a custom C++ core from scratch ever completely halts our ability to release games or breaks our team's capacity, our backup strategy is already engineered. We will pivot Storming to become a massive, hyper-optimized custom framework layer built directly on top of Godot's open-source or turn it into a huge plugin that turns Godot into a fucking monster. We will bend existing open-source tech to our absolute will before we ever crawl back to a corporate gatekeeper.



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Conclusion

And well? That's our 10-year plan.

We aren't under any illusions here. We know exactly how massive these mountains are to climb, we know how much blood, sweat, and code it's going to take, and honestly? We don't care anymore. The days of Parafield being chained to a corporate playground are over. **From here on out, we own our tech, we own our games, and we own our future.**

Whether this journey takes us 5 years, 10 years, or the rest of our lives, we are seeing it through to the end. Parafield is moving forward, with or without the industry's approval. Even if our own Founder fucking dies for whatever reason, we want whoever takes the Director of Parafield's throne to continue Parafield's legacy. We swear to God, if we ever go public or get completely destroyed by investors, so help me God, we will start a full-on civil war inside our own studio. Because we will NEVER go public.

To everyone who has stayed with us since 2019, or who has seen our history unfold since 2017, buckle up. To any developer crazy enough to join the nightmare, or if you're a typical bystander who simply wants to watch it all happen, grab a seat.

See you all in a decade. Whenever the fuck this happens.

— The Parafield Team