

Meandering Muck 1.0 — Launch Release Notes

Release Date: February 24, 2026 **Platforms:** iOS, Android **Price:** \$2.99 (USD) **Developer:** Shadowedvaca LLC **Engine:** Godot 4

Meandering Muck is a premium tilt-controlled maze game where players navigate a slime through procedurally generated mazes. The game began as a family game jam project built around a custom maze generation algorithm and evolved into a full commercial release over nearly a decade of development.

Gameplay

Players tilt their phone to guide a slime through mazes that grow in size and complexity as they progress. The calibration system adapts to however the player naturally holds their device — no awkward flat-on-a-table positioning required.

The game offers two play styles. Competitive mode features timers, a five-tier medal system (Participation through Diamond), and global leaderboards through Game Center and Google Play Games Services. Cozy mode strips away all pressure elements for a relaxed puzzle-solving experience. There is no conflict, death, or game over — the slimes are pacifists.

Difficulty and Progression

Three difficulty levels ship at launch. Beginner mazes feature consistent patterns suited for mindless relaxing. Easy introduces more variation. Normal delivers significantly more randomness, dead ends, and interesting routing decisions. Players unlock new difficulties by completing mazes at the current tier.

Maze complexity scales within each difficulty — early levels start small and grow progressively as players advance, creating an escalating challenge without requiring difficulty jumps.

Powers

Two powers are available at launch, unlocked through progression:

- **Wall Charge** — A passive system that builds energy as the slime contacts maze walls. Wall surfing becomes a strategic choice: it slows you down through physics penalties, but skilled players can bank energy for later use.
- **Speed Burst** — An active boost that drains stored energy for a burst of speed. Hold to activate, release to stop. Mastering the Wall Charge and Speed Burst cycle creates a satisfying skill ceiling where experienced players can dramatically outperform their earlier times.

Both powers feature tiered upgrades that improve effectiveness as players accumulate usage.

NPC Slimes

Mazes are populated with NPC slimes that can be absorbed for energy. NPCs come in multiple behavior types (wanderer, chaser, patroller, ambusher) and can spawn with modifiers (zoomies, sluggish, giant, tiny, rainbow) that affect their movement patterns, size, and energy value. Catching every NPC or avoiding all of them in a level tracks toward dedicated achievement streaks.

Achievements and Leaderboards

51 achievements are available at launch, integrated with both Apple Game Center and Google Play Games Services. Achievements span maze completion milestones, difficulty progression, NPC interactions, power usage, exploration feats, and hidden challenges. Global leaderboards track fastest completion times at every difficulty and level.

Audio and Feedback

Original soundtrack and sound effects designed specifically for the game. Haptic feedback provides tactile responses for wall contact, boost activation, NPC absorption, and level completion. All audio and haptic settings are individually configurable.

Privacy and Monetization

Meandering Muck is a one-time premium purchase with zero data collection. No analytics, no tracking, no advertising SDKs. Player progress is stored locally on the device and never transmitted. Platform service integration (Game Center, Google Play Games) is entirely optional — the game functions fully without signing into either service.

Optional cosmetic DLC packs featuring new slime skins and maze themes are planned for Q2 2026 at \$0.99 each.

The Team

- **Mike** (Shadowedvaca LLC) — Design, development, and maze generation engine
- **Oreo** — All pixel art and visual design
- **Skate** — Sound design and original music

Contact

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