

### Overview

Hero Bound is a gamified RPG that transforms real-life self-improvement actions into ingame progression. By linking tasks like exercising, reading, and meditation to missions and rewards, Hero Bound creates an immersive experience that helps users build healthy habits while having fun. The mission is to turn personal development into a game — making motivation and consistency easier for everyone

### The Problem

Millions of users seek to improve there life habits, but more than 70% of them leave the traditional self-development/habits application due to the lack of motivation.

### **ROADMAP**

Q1 2026 ——Complete the prototype

Q4 2026 -

Initial Playtest with 50 -100 users

Q2 2027 -

Launch for PC and Mobile

# Hero Bound is the solution

Unlike traditional apps that just record habits, Hero Bound is a visual and interactive RPG, with a map, characters and narrative.

Real-world missions are integrated directly into the gameplay: the player only progresses by completing real-world activities, making the experience more immersive and effective.

#### Q3 2026

MVP developed with 2 - 3 zones and integrated habit system

Q1 2027

Bug fixing and Optimization

### **Financial Overview**

- 24 months of development
- Marketing
- Software
- Hardware
- Freelancers/Contractors
- Tools

Funding need: 50.000€

## **Daniel Albino**

daniel.albino@danielsoftdev.com