




# Parallax

Make games by talking to AI.


Internal briefing · May 2026

 Feedback

# The IDE for Vibe Gaming

Parallax is an AI-native game studio platform.

You describe a game in plain language. A sentence, a mood, a half-formed idea.  
and Parallax builds it into a real, playable project.

 Feedback

## What we believe

- Games are how we learn
- Easy to build. Hard to master.
- Share early. Improve together.

## How it works

- Describe your game in chat
- Parallax builds a real project
- Play, iterate, share
- Your code is yours. Export anywhere.

# Audience

## INTERNAL

### Team & founders

Roadmap reviews, planning, retrospectives.

## INVESTOR

### Updates & decks

Quarterly progress, traction, asks.

## EXTERNAL

### Community

Creator talks, conference talks, showcases.

# Status snapshot

**Early  
access**

PRODUCT

**2**


FOUNDERS

**3**

PLATFORMS


**\$30 /  
\$150**

PRICING TIERS

 Feedback

# Roadmap at a glance

Q1 2026	Internal alpha · IDE core live
Q2 2026	Private beta · Discord community opens
Q3 2026	Public waitlist · Pro tier ships
Q4 2026	Max tier · Cloud rendering · Showcase
Q1 2027	Studio expansion · PLG motion
Q2 2027	Publisher tier · Multiplayer

 Feedback

# Ask


What does this group need from me next?

- Roadmap detail?
- Pricing deep-dive?
- Competitive landscape?
- Investor narrative?



Get in touch

[hello@thriv.es](mailto:hello@thriv.es) · [Set a call](#)

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