**Astro Cell Reflection**

**First Play notes**

**Astro Cell**

**Team: Matt Mills, Jared Matachun, Jamie Roeger, Ryan Black, Zach Spitzer**

**Items On map**

storage battery2 sheet 2

shower soap 3

caff soda plastic

ore ore

material processing magnet metal

hanger tape wires

morgue finger

library code

warder code card

break room laser cutter

**Player turns**

jared moves - 8,6 grabs 1 item , 2 grabbed 1 item , 4 1 item , 8 1 item ,8 ,9 searched,5 plus

soda , number, 7, 9, 9

walex - moves 5,5, 6, 5 ,8 searched 1 success, 7 , 8 searched fail, 6 ,4, 7,8, 2,

zach moves - 4, 6,7 draw 1 item , 8, 6,7,6 ,11, moved grabbed,6 grabbedd, 10 , get bapped, 12

matt moves 4, 5,7 draw 1 item , 7,10,7,6,6,7,6, 5,

evan moves, 6,7,5 search fail , 7,6,7,12,11,

ryan moves 10,3,5, 6 1 item ,7,7,10, 2,7

jamie moves, 4,4, 8 1 item,8 1 item, 11 ,5,6,, 4 , 5 ,8,

ben moves 9,6, 5, 9 searched success ,11 searched 1 success, 10 searched failed, 11,5,

**Notes:**

Movement To slow.

Guards were able to tail prisoners to effectively

Prisoners tended to hold onto useless items because guards were to effective

Prisoners could hide in vents forever with contraband items- we should look into this being an issue

Prisoners are always elected to grab items we should limit the number of items prisoners could have.

Guards had to little to do we need to discuss where we can give them more play

**Positive Notes**

Liked the nothing items concept

Changed number of items guards could check

Crafting Items were fun and effective\

Soda Giving abilities to prisoners.

**Needs to add Or Change**

**//guards**

Can craft traps and other items to give guards stuff to do. This also gives more value to the warden camera system.

Sabotage of the camera system will require WARDEN to use his key to reactivate. This will be far away from the camera room. - in storage

Sabotage in the reactor to turn lights off. This will make the guards view look distorted or blurry. Fix is in the reactor.

Possibly add Guards Ability to close Doors.

Guards Should be able to Search chests-

Different flavor options for the sodas -- soda + one item.

// Vent issues

Guards should be able to activate the vent system to push prisoners out of the vent to prevent camping. Long cool down.

Add Vent from shower to brig

Change hanger vent to connect with the escape pod.

Add a vent from the escape pod to the warden's office.