1. Pre-Alpha 0.1 – Set up the foundation of the game, actually get a working game, don’t worry too much about bugs and issues
   1. Create life-necessary models for Basic Units and Colonists
      1. Basic Units
      2. Colonists
   2. No textures or animations yet
   3. Create Models for Class I Moon
   4. No menu or save features at this time
2. Pre-Alpha 0.2 – Start making the game into an actual game, get all of the alpha features implemented
   1. Get menu implemented in game
      1. Actual menu is on screen
      2. Saves now work
   2. Textures and animations added to the game
3. Pre-Alpha 0.3 – Fix obvious game breaking bugs and other large issues
   1. Early game breaking bugs will be fixed
   2. Balance overhaul
   3. Add new colonists
   4. New Basic units
4. Pre-Alpha 0.4 – Final early build things added into game, balance and bug fixes
   1. Added needed placeable units and get them working
      1. Some crops
      2. New Basic Units
      3. Some Placeable units
5. Pre-Alpha 0.5 – Release to a few outside people to test the game to find bugs and get suggestions from users
   1. Get colonists life features working
6. Pre-Alpha 0.6 – Final round of colonists added with bug fixes and balancing
   1. Add new colonists
   2. Add new Basic Units
7. Pre-Alpha 0.7 – Round out the pre-alpha units with bug fixes and balancing
   1. Add last of the Basic Units
   2. Add in new life ratings of colonists
8. Pre-Alpha 0.8 – Second round of pre-alpha testers and bug fixes
   1. Ongoing support of testers with bug fixes, suggestions, and balancing
9. Pre-Alpha 0.9 – Round out all the models and textures in the game with bug fixes and balancing
   1. Add new placeable units
10. Pre-Alpha 1.0 – Final round of testing and bug fixes before launch into alpha and start advertising the game
    1. Ongoing support of pre-alpha testers with bug fixes, suggestions, and balancing