1. Pre-Alpha 0.1 – Set up for 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
         1. Airlock
         2. Oxygen Generator
         3. Greenhouse
         4. Dining Hall
         5. Water Distiller
         6. Solar Panel
         7. Wind Turbine
      2. Colonists
         1. Worker
         2. Biochemist
      3. No Textures or animations yet
   2. Create models for Class I moon
      1. Find suitable skybox for moon
   3. Game will start on random location when launched
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
         1. Only with “resume” and “new game”
      2. Don’t worry about the graphics of the holotable
   2. Saves work now
   3. Textures and animations added to 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
      1. Architect
      2. Doctor
   4. New basic units
      1. Sick Bay
      2. Warehouse
      3. Factory
      4. Mine
4. Pre-Alpha 0.4 – Final early build things added into game, balance and bug fixes
   1. Add needed placeable units and get them working
      1. Some crops
         1. Tomatoes
         2. Lettuce
         3. Potatoes
         4. Medicinal Plants
      2. Oxygen Generator
      3. Single and Double Table
      4. Drinking Fountain
         1. Add water life feature
      5. Kitchenette
      6. Laboratory
      7. Die Press
5. Pre-Alpha 0.5 – release to a few outside people to test the game to find bugs and get suggestions from outside sources
   1. Get colonists life features working
      1. Water
      2. Food
      3. Sleep
      4. Injuries
      5. Oxygen
6. Pre-Alpha 0.6 – get final round of humans added with bug fixes and balancing
   1. Add Civilians and Officers
   2. Add new Basic Units
      1. Control Center
      2. Landing Pad
7. Pre-Alpha 0.7 – round out the pre-alpha units with bugs fixes and balancing
   1. Add last of the working Basic Units
      1. Refinery
      2. Warehouse
      3. Compost
      4. Dorm
   2. Add in diseases and happiness rating 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 models and textures in the game with bug fixes and balancing
   1. Add new placeable units
      1. Rest of the crops
      2. Trees
      3. Flowers
      4. Meat Cultures
      5. TV
      6. Bunk Beds
      7. Pullup Bar
      8. Cot
      9. Medicine Cabinet
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