Total TimeLog

Total (updated 5/3): 185:05

Playtest Sessions(updated 3/22): 21 (84:10)

# Version 0.5.0 Timelog

* X/X/2025
  + X:x: Did a thing

# Version 0.4.5 Timelog

* 3/21/2025
  + 5:00: Conducted playtest with other GM and 4 players (including myself)
* 3/22/2025
  + 0:30: Documented playtest feedback
  + 2:15: Implemented minor changes to actions on character booklet. Revamped Quick reference pages
* 5/3/2025
  + 2:00: Split SimpleTop book into Player Guide and GM Guide booklets, called as such

# Version 0.3.5 Timelog

* 9/15/2024
  + 1:30: Added section for Zones and Cover.

# Version 0.3.0 Timelog

* 3/16/2024
  + 12:00: Created and worked on mobile app in Unreal Engine 5
  + Troubleshooting Android SDK
  + Create Character WBP with inheritance in mind
  + Create Actions WBP with inheritance in mind
  + Create Health, Damage, and Heal Slide Boxes
  + Create AP Slider and text
  + Create Confirmation Modal with adjusted text
* 5/22/2024
  + 3:00: SimpleTop character creation and Session 0
* 6/3/2024
  + 3:30: SimpleTop session 1
* 6/19/2024
  + 4:30: SimpleTop session 2
* 6/20/2024
  + 3:00: Action re-balance. I decided to rebalance the combat system to make SP cumulative and have players deal damage based on SP, rather than their level. This led to a rebalance of enemy health, too, though that was simply increased to accommodate the higher damage amounts.
* 7/10/2024
  + 4:00: SimpleTop session 3
* 7/11/2024
  + 1:30: Character Booklet rework. I reworked the first 3 pages of the character booklet to address playtesting concerns along with various quality of life updates.

# Version 0.2.5 Timelog

* 11/8/2023
  + 0:30 I added a section about Magic to the page that talks about Inventory
* 12/5/2023
  + 0:30: I changed the Table of Contents for better spacing. I also added an Introduction page that describes what SimpleTop is and how to use it
* 12/6/2023
  + 4:30: Playtest with 8 people, including myself
* 12/7/2023
  + 0:20: Rearranged character sheet
  + 1:00: Created DM Sheet
  + Clarify abilities that can be used out of combat
* 12/8/2023
  + 2:00: Created a prototype mobile app and tested multiple building methods
  + 1:00 Researched Google Play Store Publishing
* 12/11/2023
  + 2 hours: Mobile App, commit 10
  + TODO: Make horizontal Scroll View with snapping and move page panels into canvas view, not the other way around
* 12/16/2023
  + 5 hours: Playtest with 4 people, including myself
* 12/17/2023
  + 5 hours: System overhaul (back to Design pillar: Simple)

# Version 0.2.2 Timelog

* 10/17/2023
  + 1:00 Added Story Structures reference
* 9/11/2023
  + 0:30: Update Character Booklet Quick Reference

# Version 0.2.1 Timelog

* 9/9/2023
  + 1:00 Implemented minor changes based on playtesting data
  + 1:00 Applied minor formatting corrections and wording updates for clarity
* 8/23/2023
  + 8:00 Playtest with 1 GM and 5 players, including myself.
* 08/13/2023
  + 6:00 Playtest with 5 people. 10 people partook in character creation.

# Version 0.2.0 Timelog

* 7/21/2023
  + 3:00: AP rework, Action cost change. Add Critical roll system.
* 7/18/2023
  + 1:30: Style Formatting Update (Arial)
* 7/15/2023
  + 2:00: Sale research through The Game Crafter and Barnes&Noble. Bought proof copy of books with dice components and pencil through TGC
* 7/14/2023
  + 2:00: App prototype

# Version 0.1.9 Timelog

* 7/4/2023
  + 0:30: Iterated Tier abilities for Character Sheet. I wanted to add more offensive capabilities so that Combat could go quicker and so that Strength wasn’t the only stat with good offensive capabilities in early levels
  + 1:00: Iterated on the Rulebook. I started preparing the GM Help section to get ready for 0.2.0 testing
* 7/5/2023
  + 5:00: Playtest with 5 people for 4 hours
* 7/6/2023
  + 1:30: Update Character sheet, abilities, and rebalance.
* 7/8/2023
  + 0:45: Help for GM Section Updates