Total TimeLog

Total (updated 5/23): 191:25

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

# Version 0.5.0 Timelog

* 5/21/2025
  + 1:00: Slight rework to character sheets: adjusted layout of reference pages. Also changed all ‘Lv’ to ‘LV’ for consistency
  + 0:20: Updated Player Guide: Combined Table of Contents and Special Thanks for brevity. Moved Custom Rules to page after ToC for quicker referencing and layout. *Moved Other Things to Know* under *Playing SimpleTop* for brevity and layout. Slightly reworded some confusing things and cut a lot of repetitive statements.
  + 1:30: Updated GM Book. Fleshed out *Item Creation* with details explaining how I balance Items. Consolidated *Sample Enemies* for formatting and bolded some words in *Gameplay Deep Dive*. Added *Preparation* section under *Sessions & Gameplay*, where I give ideas on how to prep sessions, with tips like zooming out, creating modular ideas, and thinking about Player agency, decisions, and happiness.
* 5/23/2025
  + 1:30: Reworked a few Actions and Abilities for Scharisma. At Tier 2, Mischief (swap others’ Competing rolls) is changed to Troupe (let Player use Help during Combat Roleplay once for free); Fate’s Design was also reworked (from spending LVd6 to spending SP). At Tier 3, Brainwash (GM spends 1d6 to deal LV damage) is changed to Ultimate Group Attack of Friendship (Deal damage equal to each Player’s highest SP, once/battle). At Tier 4, Weighted Die (force an enemy to reroll) is changed to Inspiration (take SP damage to allow an auto-6 roll once/any phase). At Tier 5, Succor was reworked (from giving nearby allies +1 to rolls to healing Players who roll a 1). Finally, The Tier 6 ability, Ensemble (free Combat Roleplay SP) is changed to The Show Must Go On (permanent SP debuff to heal all Players by 10\*spent SP). These changes were made because the previous iteration of Scharisma felt entirely dependent on changing rolls, felt like it was very underwhelming, and felt disjointed from other Stats. This update aims to make Scharisma feel more impactful and powerful.
* 6/21/2025
  + 1:00 I added ranges to Actions. Most have a default value of 2 Moves, with supportive Actions generally being reduced. Higher cost Actions increase the range of their damage
  + 1:00 This led me to want to make a table for basic guidelines (that will one day be converted into a section for guidance on making homebrew). The basic suggestions start as 1AP to deal 2\*Lv damage, 2AP to deal SP damage, 3AP to deal 2\*Lv+SP damage, and 4AP to deal 2\*SP damage (though no abilities do this exactly for 4AP). This also led to me making a spreadsheet calculating damage calculations for these damage thresholds (only counting a stat starting with 5 or 9 SP, and adding 2 or 4 SP per level). I will use this to adjust the damage values, range, and AP costs during development.
    - Switch to pick 2 Stats to put 4 SP into at creation. On level up, gain 5 SP.

# 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