Total TimeLog

Total (updated 6/3): 49:00

Playtest Sessions(updated 6/3): 2 (6 hours)

Version 0.1.5 Timelog

6/3/23: 1.5 hour | 0.1.4 > 0.1.15 |

I created version 0.1.5.

I reorganized the player pages to more easily find information.

I renamed Speed to Skill, and renamed Shelter to Support (I thought of Skill being used for RP, like lockpicking), and Shelter didn’t seem to have any RP use, but Support could with teamwork checks.

I added colored-in checkboxes Tier 1 in each Stat, so players don’t get confused at the starting stats.

6/3/23: time

Version 0.1.5 Playtest Data

Playtest Ideas

\*Combat Time: Track player turns + time. At the end, ask how long they thought battle took and how many player phases they thought they had. Compare this to the actual numbers to see if combat feels short or long.

\*Aim for 3 turns of combat, see how that feels.

\*Try using a timer (30 seconds + 30 seconds per player).

\*All enemies share a pool of Health equal to party’s total health (players describe how they all kill their enemies at the same time).

Feedback Quotes

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Combat

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Rules

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Character Sheet