Total TimeLog

Total (updated 9/9): 109:15

Playtest Sessions(updated 7/21): 12 (47:40)

Version 0.2.2 Timelog

* 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