Total TimeLog

Total (updated 7/4): 77:30

Playtest Sessions(updated 7/1): 7 (14:40)

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

Version 0.1.8 Timelog

* 6/30/2023
  + 5:00: Conducted Playtest
* 7/1/2023
  + 1:45: Iterated Character Sheet on Figma (new shapes, adjust some wording, adjust cost of Dodge and Evade, adjust tier boxes)
  + 0:45: Continued updating Character Sheet and Abilities

Version 0.1.7 Timelog

* 6/21/23
  + 0:30: Researched “currency” for Action Economy.
  + 1:30: Implemented action economic currency into Player’s Guide and Character Sheet.
* 6/22/23
  + 0:10: Conducted “quiz” playtest with Michael Lesaca
* 6/23/23
  + 0:30: Removed double AP cost during Enemy Phase; Item categories.
* 6/24/23
  + 2:00: I reworked the player’s character sheet on Figma into a format that works better for a 5x8 sized printing. During this time, I printed out multiple iterations on multiple sizes that I reworked, and I finally decided on this 5x8 size.
  + 1:30: I reformatted the rulebook to fit in a 5x8 print size.
  + 0:30: I researched various companies to print this pocket book edition. I originally looked into this to get price quotes for how much this should cost; I want this game to be accessible, so I want to charge less than $20 for the book edition. I also want to see how feasible it would be to playtest the pocket book edition for GM playtesting.
* 6/26/23
  + 0:30: I reformatted the print version for a Pocket Book version.
* 6/27/23
  + 0:30: I conducted a “quiz” playtest with Darrel Leong.
* 6/28/22
  + 2:00: I reformatted SimpleTop (the Print version).