Total TimeLog

Total (updated 6/23): 61:40

Playtest Sessions(updated 6/23): 4 (9:10)

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.