

Dev Playtest 1

Group Members: Jack, Nathaniel, Koen, Austin, Han

July 2nd, 2025 Time: 8pm

Present: Jack, Nathaniel, Austin, Han

Location: Discord

Format: Canva Whiteboard

We playtested the starting phase of the game and began as the rules state.

Through this test we noticed a few issues listed:

- Must chain from factory to where you would like to build a turret, chaining meaning making a path from the factory of tile adjacent things whether it be buildings or ships
- Lower Energy production, or Increase energy costs
- Strict Phases:
 - a. Earn
 - b. Build
 - c. Move then Attack
- Space Station can build things on top of it without a ship Upgrades can be done without a ship
- if attacking a building on top of the space station, the space station will be protected by the building
- to build something new you need to have a ship with the exception of when you are building on top of a space station

