What have we learned?

Character sheet needs another revision Liana is working on it, Carlos will bug

her again; “Linked Foundation” becomes

“Aspect Power,” “Rating” becomes

“Value,” “Level” becomes “Value”

We need to complete the aspect write-ups First draft for Supernaturals near

complete, Human needs more work, see

two below

We need to standardize the aspect write ups between authors That has begun, see below

We need to standardize rules write ups between authors Milestones: Setting bible, Style guide

Order of operations for Character gen PENDING

Improve influence write up Preliminary work done. Create list of

Influence powers

We need more sample characters See third section

Character creation is solid, easy to understand Yay! Test this more.

Foundations reinforce actual roleplaying More story/character playtests

Binding Foundations is of dubious usefulness No more bound foundations,

foundations now sometimes bound to

contracts.

Need a workable scale for Harmony loss penalties First draft complete. 6 = Wholeness, 5

= Normal, 4 = Stylistic Bleed, 3 = Super-

natural weakness, 2 = Energy drain, 1 =

Derangement

Need better write-ups on the four races PENDING

Skill challenges solid, easy to understand Run more skill tests to make sure our

math holds

Combat works so far Run more and more complicated

combats

Evasion write-up Run evasion tests

Skill power thresholds had to be fixed Complete. (N-1)\*5, make chart with

permutations from 2 – 6 characters

What is our focus?

**Asylum** vs. **Host** (Fake conflict! But that’s okay!)

**Pantheon** vs. **Pantheon** (The Great Game or War in Heaven)

**Status Quo** vs. **Rebellion** (Avoiding or embracing the coming shift)

What is our Phase II Development Strategy

Attending to the Business aspect of this project.

Seriously assemble our artistic arm: Nick, Liana, Sarah. Doing this requires us to really get serious if they agree to be as much a part of the team as we would want them to be. Getting serious means creating an LLC or Corp to handle the business and logistical aspects of this (on paper).

Enquire to web assets: Dave, Schreiber, James

Game needs a webpage, facebook page, associated blogs, community, splash images

**Phase II and III schedule:**

* Form online group for all alpha testers (Google Group)
* New crop of alpha testers; more character gen, more mechanical tests
* Begin website development
* Begin social media development
* Get banner art, splash images, clipart images
* Complete a module for beta tests
* Form LLC or Corp

ALPHA TEST COMPLETE, ONLINE PUBLIC LAUNCH: Mid April

* Beta Test begins, made by social media groups (Facebook events and such)
* Run module at events
* Reach out to conventions and regional events for event coverage
* Attend conventions and regional events
* Get print run estimates
* Form kickstarter page

BETA TEST COMPLETE, KICKSTARTER LAUNCH: July 2013