We are currently playtesting lightly as we go along simply to make sure the code is functioning. Since we do not have gameplay yet, we cannot begin “full” playtesting yet. When a playable build is finished, Garrett will oversee the playtesting. Testing will happen often, likely before and after a commit happens. This will be to ensure bugs are caught, nothing broke, and that the game is still giving players our core essential experience. While Garrett will oversee the playtesting, other members will join in as needed.