WEEKLY UPDATE

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Highlight

Welcome back Struggler.

The focus of this week was in getting through the writing and laying out of manual as much as possible. My skills excel on making good art and innovative gameplay, so when it comes to writing easy and well thought out rules I find it challenging.

Just like art, my approach is to use a lot of references by observing how others do it, and find a way to extrapolate everything I like and use it to create my own. I believe this is working really well so far, I have managed to keep the rules light and full of examples so that even if I have reached page 20, there really are only 5 full pages of written text.

Accessibility is also a big focus on this endeavour, with time I am finding it more difficult to memorize thick rulebooks, so I wanted to avoid this by making it easily navigate with a contents table and a reference page at the back of the manual.

I am trying to get this task out of the way as soon as possible so that I may start some "blind" playtests which for those who are unaware, these are play sessions without my full guidance and act only as an observer.

Which brings me to my last point for this week; If you wish to participate to some playtests and help shape the future of this game, you may do so, as long as you have a copy of Table Top Simulator. Just get in touch and I will make sure to schedule something around your available times.

Until the next one, keep on Struggling!

Development Updates
◆ More progress with the rulebook.
◆ Added new ability cards.
◆ Refined some game terminology for better consistency.
◆ Updates to the Table Top Simulator prototype.
◆ Check out the latest updates to the Lore document.