

WEEKLY UPDATE

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HIGHLIGHT

Welcome back Struggler.

This week life kept me pretty busy with some personal but important matters to take care of, so there was not as much progress as I would have liked, however the base rules have all been completed, and that is a great milestone to have finally reached!

Another portion left for the Rulebook is the Outpost, which still requires some design before being written down and because all of the other game systems plugs into this one, I will leave it for the very last.

The next portion of the Rulebook is to tackle the Boss Fights, now renamed to “Epic Encounters” as I wanted them to sound less “game-y”. While the design for these is almost complete, each encounter has its own unique set of Behaviour and Body Part cards and they are necessary for testing, so until these are designed I cannot test and make the required design changes, and coming up with behaviours which feels natural and unique for each body part can be rather challenging (if you want to understand more ask away!). Once I have this complete I am planning to make a quick demonstration video.

Until the next one, keep on Struggling!

DEVELOPMENT UPDATES

- ◆ Finished writing the Base Rules within the Rulebook.
- ◆ Added a few more Equipment Cards.
- ◆ Started the work on the **Tavern** and **Trading Market** for the Outpost Sites.
- ◆ Continued the design on the Epic Encounters.