

ELITE ENCOUNTERS

VIDEO UPDATE 27TH JULY 2015

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PROGRESS REPORT

- Writing – not much done again this week
- Artwork – more research and development on miniatures and counters
- Playtesting (thanks again to Sam and his group)

MINIATURES AND STAT DISPLAY

- How to easily display the vehicle stats
- What size should the hexes be?
- Can the stats be editable on the counters?
- Provide “Default” vehicle stats and provide blank counters for custom loadouts?
- Thanks to MisterJunkz for the assist with the design – the spark for the concept to the right was his. Oh yes.



UPCOMING WORK (TO-DO LIST)

- ~~Tighten up the hand-to-hand combat process~~
- Draw a line under the character generation, avatar record file and general system. (~~DONE~~? See Feedback)
- Focus wholly on vehicle combat and miniatures rules and get them FINISHED (IN PROGRESS)
- Playtest playtest playtest... (IN PROGRESS)

FEEDBACK AND QUESTIONS

- Playtesting feedback:
 - Some traits could be combined
 - Careers before game start and how Experience is gained
 - More granularity in the career options for game start
 - Limits to terms of service
 - Speed of progression in Experience segments
 - Flow of text narrative could be improved
- Thanks to the Wiltshire White Horse Group for their brilliant feedback

FEEDBACK AND QUESTIONS

- Richard Morris: Status on background information

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- Evan Lindinger: Advice regarding counters:
 - “have a token and a card with the token picture on both. then just have your differing info writable on the card. add a blank spot on both to write a number or letter so you can tell which token belongs to which card”

24-HOUR CHARITY STREAM

- 12th to 13th September midday to midday UK time
- Stuff I'll be doing:
 - Raising awareness of Marie Curie and their work
 - Playing Elite Dangerous and other games
 - Working on the RPG
 - Guest stars and Giveaways (hopefully)
 - Whatever the community suggest!
- <http://twitch.tv/selezen>
- See the daftworks.co.uk website main page for details

NEXT UPDATE

- Monday 3rd August 8pm UK time
- Update will be at the start of the regular Stream
- Submit your comments, questions and/or feedback by Monday 6pm for inclusion in the broadcast.

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THANKS FOR WATCHING!

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