HF4 DEVELOPMENT AID

This is a collection of resources, links and principles used during the continuous development of HF4 and its modules. (This development aid is agile and may be modified over time, based on the development work groups decisions, in order to continuously improve the workflow).

RESPONSIBILITIES

Ion Production structure

(Game) Design Jon (Phil)	Development (Besime & Pål)	Manufacturing&Fulfilment Besime	Sales (Store, Distribution and Licensing) Pål

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Main Team

Phil Eklund - Lead Game Designer, initial Art Direction and IP owner

Jon Manker - Game Designer and Project Coordinator of design stage.

Besime Uyanik - CEO and Project Manager for Manufacturing and Fulfillment.

Neal Sofge - Overall Manager of Content and Contribution, Playtest Coordination

Anna H Lindberg - Art Director

Pål Keller Carlquist - Legal, Licensing and Distributor Manager.

Clara Gauffin - Retail Manager

Dom Rougier - Game Designer

Justin Grey - Game Designer

Jeff Chamberlain - Game Designer

Pawel Garycki - Game Designer

Andrew Doull - Game Designer

Jon Manker - Game Designer

Al Cann - Rules Writer & Editor

Simon Ng - Rules Writer & Editor

Heads of Game Modules / Contributors

What it means to be a contributor when it comes to **royalty and rights** is written here: [ADD LINK FROM PÅL] NOTE: A module is not guaranteed publication just by being on this list, it has to get a final greenlight from Neal, Besime and Phil before this is guaranteed. If it is not greenlighted the Module number may be rerouted to another module in the future.

Block I Core and First Modules

High Frontier 4 All - Core Box

> **Core Game -** Dom & Phil & Jon
>
> **Tutorial 1: Space Diamonds** - Jon
>
> **Play through: Race to Mars -** by Al & Simon
>
> **Tutorial 2: Race for Glory**- Al & Simon + Jon & Phil

Appendix: Scenarios, Variants - Phil + many others
Module 0 - Politics - Justin and Brad
Module 1: Terawatt: (Freighters, GW/TW Thrusters & Futures) - Jeff & Phil
Module 2: Colonization: (Colonists & Bernals) - Jeff and Phil
Add-on 1: Neoprene playmat of the map

Block II Modules (approved for further development, not for publication yet)

Module X3: Conflict - Justin, Brad & Phil
Module X4: AI - Pawel Garycki
Module X5: Events - Pawel Garycki
Add-on X2: Wooden 3x4 card holder - Charley Hawelka
Add-on X3: 6-player expansion

Block III Modules ((approved for further development, not for publication yet)

Module X6: Interstellar Solitaire - Dr. Noah Vale + Phil & Jon + Extra Events by Pawel
Module X7: Map Companion - Pawel? Phil, Jon, Ulf H? Haylay?,METADNA?
Module X8: Campaign module - Jon, Phil, METADNA?

Proposed Modules (AWAITING GO FROM NEAL AND PHIL)

Add-on
Module ??: HF Euro - Jon & Phil
Module ??: Visions & Explorations - Pawel Garycki
Module ??: Radical Bernals and Politics - Who?
Module ??: High Frontier Lite - Pawel? + Who?
Module ??: Dig It! - Jon Manker, Mikael Amelin and Simon Lille
Please note that Andrew Doull's RPG is a separate licensed product and not an ION-published module.

==ITEMS BELOW THIS LINE HAVE NOT BEEN UPDATED YET AS OF 2019-07-01; MANY THINGS NEED TO BE INCORPORATED FROM NEAL'S EMAILS.==

COMMUNICATION

A Sheet with **Contact information** is located here:
https://docs.google.com/spreadsheets/d/1DUaKoHyyXwP1FOLqt2kkn-DBJkeHTDcYLXNVEbqF_N0/edit?usp=sharing
If you are on this sheet make sure to fill it out and keep it updated.

A sheet for **Coordination** is located here:
https://docs.google.com/spreadsheets/d/1byfCmHJqa5JXfcBpSNM-koKNQZDCimjM25bZ04_w6Jc/edit?usp=sharing
This method of coordinating will probably change soon but for now it is the solution.

ASSESSMENT FLOW

Each of the modules will more or less go through the following process.

- ★ Module idea presented to Neal.
- ★ Module presented to Phil.
- ★ Module given a go for attempting by Phil and a Module number. Agreement signed.
- ★ Module designed.
- ★ Module playtested.
- ★ Module modified into Alpha state (feature complete).
- ★ Module playtested and given a final Greenlight by Neal, Phil and Besime.
- ★ Module marketing plan is set up and execution is initiated.
- ★ Module modified into Beta state (asset complete, if no errors found this could be the print pdf:s).
- ★ Module proofread and 1st sample made.
- ★ Module fixed based upon proof reading and 2nd sample ordered.
- ★ Module Put into Pre-order (or KS if applicable) and Mass production ordered.
- ★ Module mass production done, Pre-order window close.
- ★ Module being fulfilled.
- ★ Module played by players around the world!

FILES

The files used during the development of HF4 Core game and modules are separated into two locations, Google and Dropbox.

All contributors should have a Google account and a Dropbox account.

The folders should be shared with the contributors Google- and Dropbox accounts so it is easy to see who is online or who contributed something (file, comments etc).

All contributors should have their folders in sync between desktop and cloud using
https://www.google.com/drive/download/ and https://www.dropbox.com/install

During the **design stage** the latest versions of the game files are in a folder on Google drive:
https://drive.google.com/open?id=1VnUbgXOmtPdra3eLzlyeKpU5qN34MVeh

- ○ The core game has a folder of its own.
- ○ Each module has its own subfolder
- ○ There is a general folder for core game and all modules for **Playtest** and **Moodboards.**
- ○ There is a general folder for **potential future modules** materials.
- ★ When work on **layout, illustrations and final print/manufacturing material** starts the latest versions of the game component files are in a dropbox folder:
  https://www.dropbox.com/sh/kvyet5mudarws4b/AAAoTbhIK_C37xHy9fRRRtTta?dl=0
  - ○ There are three subfolders in the dropbox
    - ■ "...Latest Versions of Adobe Files" is where the work files of the game is located when the illustrators, art directors and production designers are working on them. This is also **the new base for all activities**. The Google dirve location is temporarily retired. It will revive for living rules.
    - ■ "...Proof Readers Pdf to Comment Upon" is where pdf versions of game component files are placed in order for proof readers to comment upon them. This folder can be shared with proofreaders. They should make comments when **viewing the files directly in a web browser** in order to minimize the risk of file version mixups and duplicate reports of errors.
    - ■ "...Pdf for Manufacturer to Print" is where the files are placed when they are sent to the manufacturer for samples and mass production. This place is also internally called "on the

other side of the orange line" which marks that the manufacturing/shipping/sales team takes responsibility for them.

Both locations have the same set of **standard subfolders:**
- ➔ Boards   All components made in cardboard and cardstock larger than cards
- ➔ Cards   All card components
- ➔ General Items   All components that do not fit elsewhere, such as wooden stuff, 3D, inlays, box etc.
- ➔ Old   Old files worth keeping. Be notorious when it comes to remove old stuff from other folders
- ➔ Punch Outs   All punch out board files
- ➔ Rules   All rules files
- ➔ Science   All science material that is of interest to share for inspiration or other reasons.

PLAY TESTING

Dedicated players that want to commit a bit extra in being playtesters can be added here:
https://docs.google.com/spreadsheets/d/1LNkxALhFg1pw7Sc5AKyQNXTBiMBcxuDZDuXpzhgHKOc/edit?usp=sharing
Tabletop simulator on Steam is the prime means of playtesting over distances. Justin Grey may be able to help out in putting content there unless you do this yourself.
Vassal may also be used. Stefano Tine and Sam Williams (listed in the contact sheet) may be able to help out in putting content there unless you do this yourself.
 A Third option is Cyberboard. Pawel Garycki may be able to help out in putting content there unless you do this yourself.

Vassal Version (courtesy of Stefano Tiné): http://www.vassalengine.org/wiki/Module:High_Frontier_(3rd_edition)
Requirements: Vassal version 3.2.17 or later.
Cyberboard Version (courtesy of Pawel Garycki): www.garycki.com/highfrontier.html

TIMELINE

2019
February 1   Project start (design have been going on prior to this)
May 15   Alpha deadline
August 26   Design freeze Core, Space Diamond, Module 0 and Module 1
September 7   Design freeze Module 2
September 14   Proof reading start and sample 1 ordered
October 5   Sample received
October 24   KS Launch, Proof done and implemented, Sample 2 ordered
November 15   KS Finished, Pre order start
December 15   Mass production start
January 25   Mass production done, Pre order ends
2020
March 15   All Backers and Pre Order customers have received their games.