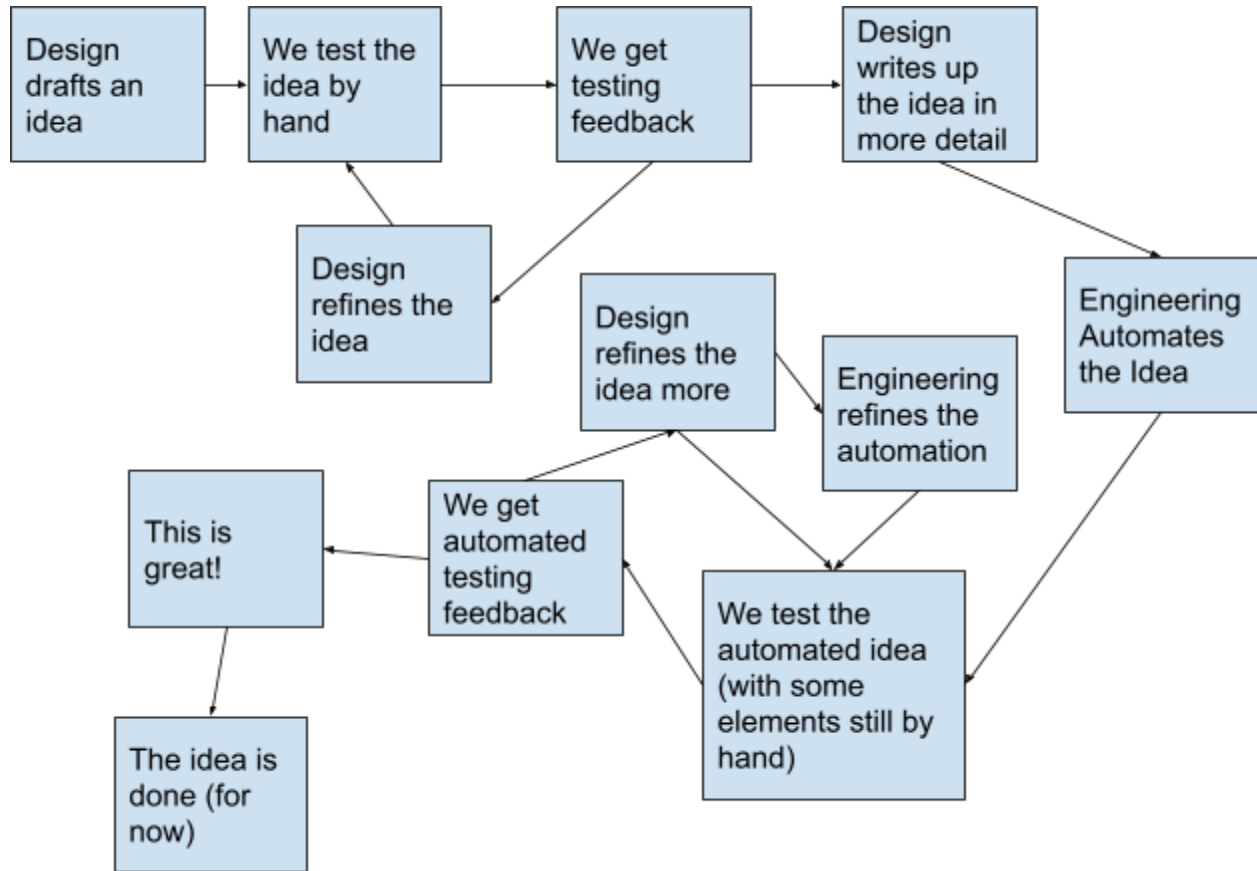
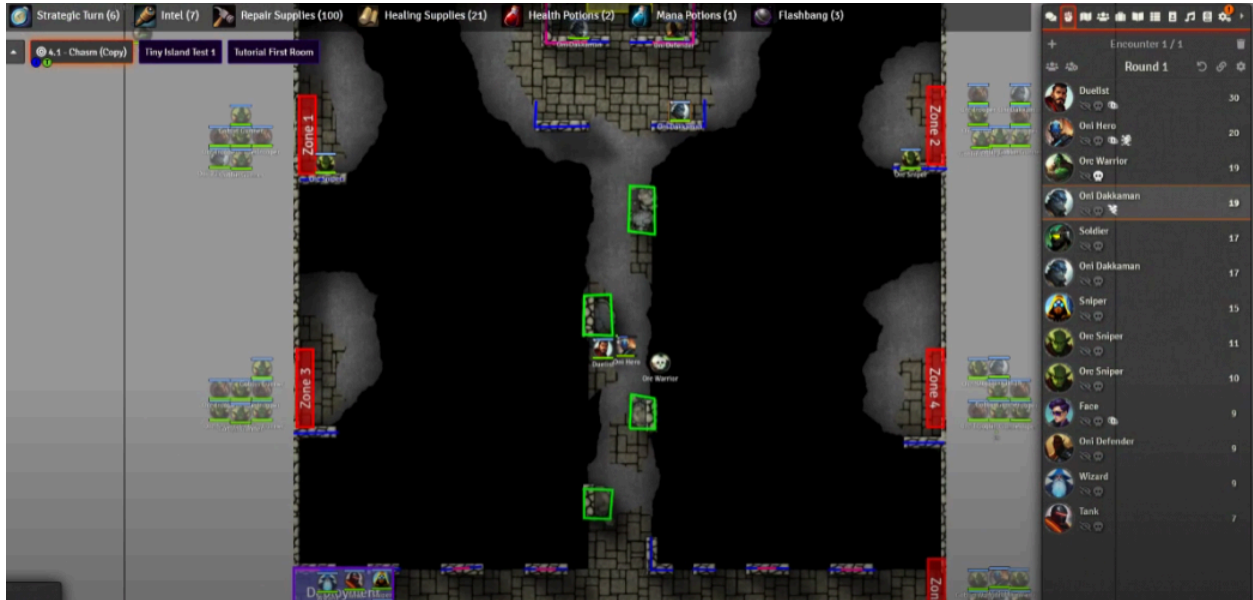


# Workflow

Here's an idea of how we work



Our testing environment is generally very, very primitive:



(This is Foundry, a program mostly used to play tabletop rpgs online. We've adapted a copy for our own purposes, because it was much, *much* cheaper than writing a graphical user interface and network protocol ourselves. Nonetheless the engineering staff is really looking forward to not having to code things in javascript.)

Here's what one of our design documents for engineering looks like:

[☰ Copy of Ice Miner Versions](#) . Please understand that all of the stuff in the UI section about burning orphans is a joke, intended to make sure the people reading it actually pay attention to what it says. To set the record straight, we do not condone the burning of actual orphans for electricity, or any other purpose.

Our general strategy at this phase is to get the game mechanics and a lot of the plot down; once we've tested these systems and ensured that they're compelling, we'll shift into making pretty graphics and sounds.