Subject: Re: January 1 - 2010
Posted by Goztow on Mon, 02 Aug 2010 12:23:03 GMT

Not change gameplay but KEEP gameplay as it is.

You're doing some drastic changes to code, which could impact gameplay. Rene testers would immediately feel if gameplay is changed or not. Example: having 2,5 credits per second instead of 2, which is one of the included bug fixes, right?