

IASC 2P01 Proposal Brief - 2016-11-24**General Information:**

| | | | |
|-------------------------|---|--------------------|------------|
| Project Title: | Creation and Publishing of an Original Tabletop RPG Campaign Setting Book | | |
| Project Manager: | Jeremy Bone | Start Date: | 2016-01-29 |
| Student Number: | 5500285 | End Date: | 2016-12-02 |
| Audience: | English-speaking tabletop roleplaying game enthusiasts and collectors. | | |
| Sponsor: | None at present time. | | |

Project Summary:

To design, test and publish a truly cooperative tabletop RPG which puts equal power in every player's hands. Set in a world dimensionally conjoined with itself from alternate realities, the characters would have the opportunity to "shift" objects, places and themselves to deal with challenges and change the course of the story.

Project Rationale:

The concept of this game is unique in being a truly cooperative storytelling experience between the players. There is no "game master" or player set apart from the others as all are given the same potential control of the world. Every player therefore has power to shape the narrative of the story and contribute in ways that they would like to. Additionally the setting, a world of infinite possibilities, and the mechanics would allow for literally any sort of scenario, theme or campaign which a player could imagine. The game would also come complete with a meta-narrative from which the players could take as much or as little as they wanted. This unique combination of new and perfected mechanics will make the game a great addition to any game group's collection and allowing them to tell the sorts of stories they enjoy together; this will have the added benefit of a good return on investment and allow the further development of the production house's brand.

Project Scope:

Produce a campaign setting source book of approximately 200 pages, with sections:

- Table of contents
- Introduction
 - Basic concept explanation
 - Definition of key terms
- Game setting
 - History
 - Geography
 - Politics and Groups
 - Notable Non-Player Characters (NPCs)
- Gameplay
 - Game mechanics
 - Examples of play
 - Character creation
- Index

As a first release it will not contain image or art assets aside from page layout and design. The book will be soft-bound with a matte cover and printed in greyscale on professional grade paper. Final printing and binding will be done out of house by a professional printer.

Success Criteria:

This project will be judged successful if the final product:

- Is completed by the deadline
- Fulfills scope requirements
- Is legible, edited and organized in layout

And if the game detailed in the book:

- Can be understood without additional clarification
- Can be enjoyed by the end user without modification
- Is internally consistent

Deliverables:

| Due Date | Deliverable/Milestone | Description |
|------------|--------------------------|--|
| 2016-01-11 | Initial Idea Outline | Summary of ideas, themes and characteristics in the game setting for reference. |
| 2016-02-25 | Mechanics Outline | First model of intended game mechanics and justification of design choices. |
| 2016-03-18 | Setting Outline | Layout of the game world, group relationships, and timeline of historical events. |
| 2016-04-15 | 1st Version of Mechanics | Milestone First playable version of mechanics, combine with Setting Outline for playtest. |
| 2016-05-13 | Gameplay Writeup | Detailed explanation of gameplay, mechanics and character creation. |
| 2016-06-24 | 2nd Version of Mechanics | Milestone Revised version of mechanics, combine with Gameplay Writeup for playtest. |
| 2016-07-08 | Setting Writeup | Detailed information on game world's history, geography, politics and major groups. |
| 2016-08-05 | NPC Writeups | Detailing of important individuals already existing within the game world. |
| 2016-09-02 | First Draft | Deliverables collected, organized and combined. Introduction and index added. |
| 2016-09-16 | 3rd Version of Mechanics | Milestone Final version of mechanics for playtest, no additional materials. |
| 2016-11-25 | Final Draft | Final draft, including completed editing and layout, to be submitted for printing. |
| 2016-12-02 | Book Proof | Milestone Bound and printed proof of softcover campaign setting book. |

Project Team:

| Name | Contact Info | Role(s) |
|-------------|--------------|---|
| Jeremy Bone | | Project Manager, Game Design, Creative Design, Writer, Editor |

Additional Stakeholders:

| Name | Contact Info | Role(s) | RACI |
|---|--------------|---|-------------|
| Beards and Barfights (tabletop gaming group) | | Game Playtesters: give feedback on functionality and viability of mechanics | Responsible |
| Printer P. Printerson's Book Printers | | Professional Printer: make proof of book from submitted final draft | Responsible |

Resource Requirements (e.g., facilities, technologies, and materials):

As all work for the project can be done on a word processor of choice and printer-provided layout software, as well as playtest materials being distributed in electronic formats, there are no additional resource requirements.

Risk Management:

| Risk | Risk Response / Mitigation |
|--|---|
| <i>Computer mishap resulting in loss of files</i> | <ul style="list-style-type: none">▪ Offsite backups of all files regularly synced with local versions.▪ Daily manual backups to solid state storage. |
| <i>Delay in receiving reports from playtest groups</i> | <ul style="list-style-type: none">▪ Request any available information and do what work is possible using it▪ Meet with group contact, in person or videoconference, and interview for information▪ Personally run emergency playtest sessions |
| <i>Testing shows current design is unworkable</i> | <ul style="list-style-type: none">▪ Keep backups of earlier designs to expand on and replace unworkable one▪ Consult with peers regularly during design process for second opinions |

Appendix 1: Work Breakdown Structure (Option B)

Bold: Book Publishing and Major Chapters | Underline: Deliverables/Milestones | *Italics: Subdivisions of Actual Headings*

Campaign Setting Book Proof

1. Final Draft

I. First Draft

i. Introduction

- A. Initial Idea Outline
- B. Definition of key terms

ii. Game Setting

A. Setting Outline

- a. Location names and relative positions
- b. Timeline
- c. Technology available
- d. Races present
- e. Groups names and interactions

B. Setting Writeup

- a. Full geographical map including scale
- b. Details of locations
 - I. Founding and history*
 - II. Common beliefs and peoples*
 - III. Detailed relationships*
- c. History of world
 - I. Creation myth(s)*
 - II. Technology and its evolution*
 - III. Creation or arrival of races*
- d. Major groups
 - I. Creation and history*
 - II. Benefits and drawbacks*
 - III. Friends and enemies*
- e. Political situation
 - I. Major conflicts*
 - II. Potential adventure hooks*
 - III. Rumours*

C. NPC Writeups

- a. Detail available races
- b. Major leaders
- c. Major threats
- d. Allies
- e. Wildcards

iii. **Gameplay**

A. Mechanics

- a. Final playtest reports
 - I. Mechanics v.3
 - II. Second playtest reports
 - i. Mechanics v.2
 - ii. First playtest reports
 - i. Mechanics v.1
 - ii. Mechanics Outline

B. Gameplay Writeup

- a. Explanation of basic play
 - I. Gameplay examples*
 - II. Frequently asked questions*
- b. Signature mechanics and style of play
- c. Cooperative storytelling
- d. Character creation
 - I. Player races*
 - II. Specializations, jobs or classes*
 - III. Statistics*

II. Table of Contents

II. Index

III. Editing

IV. Layout

Appendix 2: Gantt Chart

A breakdown of the work schedule to complete the proposed project. In this chart the darker sections denote an ongoing task which is being performed by playtest groups who are submitting data back to the team.

Key: D - Deliverable | M - Milestone | R – Report

■ Internal Task ■ External Task

| | Week | | | | | | | | | | | | | | | | | | | | | |
|----------------------|------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Task | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| Initial Idea Outline | ■ | D | | | | | | | | | | | | | | | | | | | | |
| Mechanics Outline | | | ■ | D | | | | | | | | | | | | | | | | | | |
| Setting Outline | | | | | ■ | | D | | | | | | | | | | | | | | | |
| Mechanics v.1 | | | | | | | | ■ | ■ | ■ | M | | | | | | | | | | | |
| First Playtesting | | | | | | | | | | | | ■ | ■ | ■ | ■ | ■ | ■ | ■ | R | | | |
| Game Writeup | | | | | | | | | | | | ■ | ■ | ■ | D | | | | | | | |
| Setting Writeup | | | | | | | | | | | | | | | | ■ | ■ | ■ | ■ | ■ | | ■ |
| Mechanics v.2 | | | | | | | | | | | | | | | | | | | | | M | |

| | Week | | | | | | | | | | | | | | | | | | | | | |
|---------------------|------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Task | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 |
| Setting Writeup | D | | | | | | | | | | | | | | | | | | | | | |
| Second Playtesting | | ■ | ■ | ■ | ■ | ■ | ■ | ■ | R | | | | | | | | | | | | | |
| NPC Writeups | | ■ | ■ | ■ | D | | | | | | | | | | | | | | | | | |
| Compile First Draft | | | | | | ■ | ■ | ■ | D | | | | | | | | | | | | | |
| Mechanics v.3 | | | | | | | | | | ■ | M | | | | | | | | | | | |
| Final Playtesting | | | | | | | | | | | | ■ | ■ | ■ | ■ | ■ | ■ | ■ | R | | | |
| Editing and Layout | | | | | | | | | | | | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | | | |
| Final Draft | | | | | | | | | | | | | | | | | | | | ■ | D | |
| Print Book Proof | | | | | | | | | | | | | | | | | | | | | | M |

