

## PROBLEM STATE

Tabletop RPGs take too long to do too little.

Game Masters tend to rule over the players, instead of the reverse or fostering a cooperative atmosphere.



## MY ROLES

- Creative Director
- Lead Designer

## GOALS

- Custom
- Large Scale
- Exotic
- Fast and Fun

## CREDITS

### Community Manager

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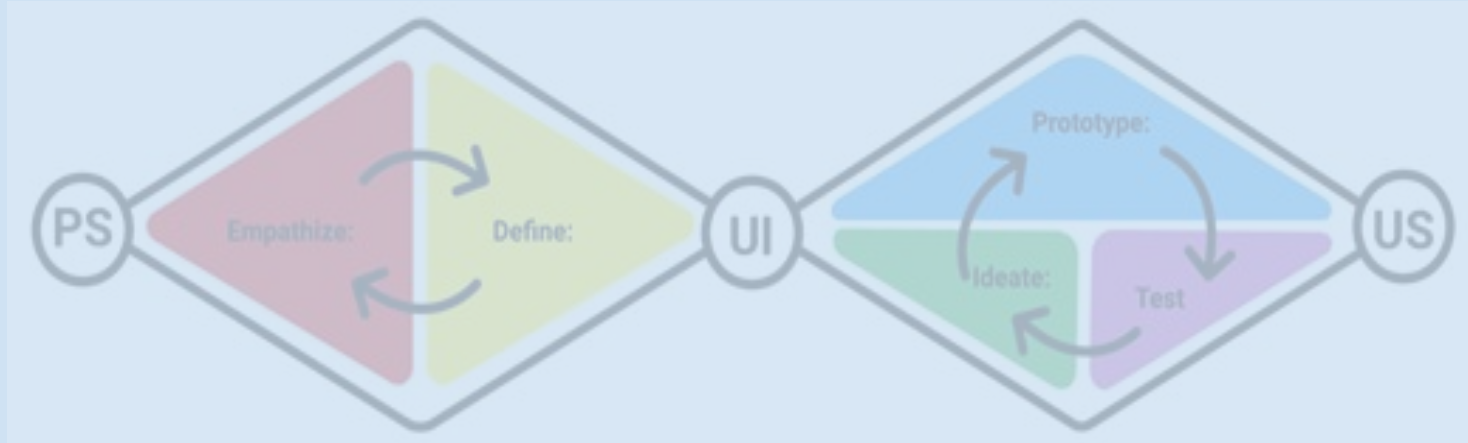
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# Prologue

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How do we begin?

# TABLETOP RPG: Legacy

## 01. PROLOGUE

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### 02. TOP TAKEAWAYS

### 03. EARLY HISTORY

### 04. THE AUSTIN JOURNEY

### 05. MAJOR VERSION CHANGES

### 06. POSTMORTEM

To my shame, the series has yet to become the world's next entertainment phenomenon.

The project remains a bitter reminder of how-left to my own devices-I will constantly iterate, forever tweaking "perfection." As such, it serves as an interesting case example for the change process, from motivation to execution.

Where we will go:

- Top takeaways
- Early history
- The Austin journey
- Major version changes
- Postmortem