Alright alright alright. This isn’t hard, but it requires me to come up with a couple of different descriptions.

I was thinking of doing 5-7 in total, but I just got the idea to do more based on the day. Maybe even based around side quest that get completed since it would invite more people to the Tavern. That’s a really good idea, but there isn’t a ton of time in three days to really showcase this. I’ll consider it since it will make the ‘speak to patrons’ options easier to do. I won’t have to come up with something from the ground up like right now.

Anyways.

Let’s try and come up with about 12-15 descriptions in total to use. It’ll consist of the following:

Name: A simple name with a descriptor adjective that either rhyme, a play on words, whatever

Physicality: A description of their physical stature (literal look, muscles, etc.)

Character Line: The character will say something as an introduction which will act as insight to their confidence in their strength

Character Assigned Number for Random Selection: Each character will be assigned a number for the random generator to select them as an opponent

Character Strength Number: Each character will be assigned a number, 1-5, for their level of strength. Just like the numbers assigned to Julian, Camille, Lowen, and the player. I gotta check what their numbers are again. I have a sheet somewhere.

I think that’s it really. I just need to get some names from the random generator and we should be good. Also, I could use some of the people from the initial arm-wrestling game for this. That’s about 3 or 4 of the 12- 15. Let me check real quick and grab the names.

Fortunately, I just need to have the descriptions ready, the win and lose messages for each, and the continue messages. The win/lose might be time consuming for each person, but it’s doable.

Let’s update the board.

I took a little too long of a break, but let me get those names from before.

Wasted Will, Drunk Man Paul, Big Boy Ben

Yeah, those were the three.

Barney, Ruth, Percy, Duncan, Marshall, Lucy, Joseph, Paolo, Harvey, Victor, Ty, Isiah

Those are decent names.

Also, I need to add in the new condition, that the player can’t spam the same characters over and over to win. Speaking of, as the rounds increase, I could narrow the possible opponents down based on their strength to increase the odds of the player losing. Forcing them to consider strategy as they play. I pretty much what I need, I just need to do the work.

5’s: 3

4’s: 4

3’s: 5

2’s: 2

1’s: 1

Total: 15

Okay, the main stuff is lined up. I just need to add the details. In the script, I’ll just reference the document I’m making on the side for it. Right now, it’s too much to try and have everything in there and make sense. As long as the sheet as everything I need for Dialogic, I should be fine. I’ll finish that tomorrow and focus on Birkdale. Fortunately, the two towns are the places that change the least. I’ll still need to go over my notes on their backgrounds and events.

For now we’re chilling. We need to work more. Work harder. I’m barely making progress, because I’m lazy and don’t feel like doing this. I have to try harder. I really do if I’m supposed to be serious about this. Especially considering that I’m running out of time. Jesus christ, it’s the 20th of may. I’m almost out of time.

4 weeks. That’s a lot of time. If I really try, I might be able to get the level 2 script 80% done by the 27th. All three days, the main events and the conclusion for the level. From the 27th to the 31st I should be able to complete the Campsite II script. Then from the 1st to the 8th I’ll focus as much as I can on Level 3 and the endings which shouldn’t be as difficult as this level is. I’ll update the board tomorrow based on my progress. I also need to figure out what’s the deal with the printer and get my schedule out.