

Turmoil in Thudor Public Facing Report S4

Members: Evan Dine, Quinn Foster, Dakota Hinchman, Zoe Caggiano

Progress Statement

Completed

A significant accomplishment since the last public facing report was the playtest we ran on Monday February 14. Since we only had the fifty minutes of class time, we only ran a test run of the debate mechanic we developed a week before rather than a full one-shot adventure. Two groups of players were organized, and while conditions were constrained due to the time limit, both groups gave us a significant amount of quality feedback about the debate mechanic.

We made changes to the debate mechanic during our team meeting two days after the playtest. A new discussion post featuring the updated mechanic will be uploaded to our showcase page in the near future.

Additionally, the prototype version of our procedural generator for character creation has been completed with the Twine software. At the moment, the fields it currently generates include the character's factional alignment, core belief, and leverage. The core belief constitutes which ideological aspect the character venerates most according to their faction and is meant to give some direction to the player's roleplaying of the character. The leverage is an ability/tool the player can use to gain advantage in a debate (i.e. trade routes or military access), again according to their faction.

Lastly, we created a full list of core beliefs that can be selected by the Twine generator. That list is provided here:

The High Assembly

- *For Crown & Country*: Many High Assembly members are proud to call themselves Thudorian and support the government wholeheartedly.
- *Words Before Action*: Aggression is best avoided where diplomacy can find a solution for all sides.
- *Steady as She Goes*: Radical action can upend the social order. Only the status quo, or at least moderate reform, can pave the way forward.
- *Family Ties*: Heritage is a prized trait among the Assembly, whether you come from noble stock or lowly peasants.

Ivory Conclave

- *No Gods, No Kings*: One's destiny should not be determined by religion or birthright, but from their own abilities and will.
- *The Coin Must Flow*: Trade is the lifeblood of nations and must be left uninhibited.
- *Earn Your Keep*: If you wish to rise in society, you have to work for it.
- *Heralds of Industry*: Only through technological and economic innovation can Thudor ascend to new heights.

Order of Stone

- *Conformity*: Only the teachings of the Order can provide stability to society.
- *Tradition*: The new ideas of today will lead to disaster. The Order has held firm for centuries, and will continue to do so.
- *Piety*: Keep the teachings of Indusius in your chest, and he will guide you to prosperity.
- *Brotherhood*: The faithful share a deep sense of comradery and are willing to offer it to those who listen.

Knights of the Soil

- *We All Bleed the Same*: Origin and social status matter not. Everyone deserves to be treated equally.
- *Strength in the Many*: People cannot thrive when constantly competing with each other. Only when working together can great things be accomplished.
- *Children of the Land*: The natural world depends on us, and we depend on the natural world. Actions that would harm it should be mitigated whenever possible.
- *Lives Before Labor*: Thudor's new age of "progress" has led to mass exploitation of workers. They should be treated like the living beings they are.

In Progress

Great strides have been made in the development of the website. The last page outline is nearly complete, so once that is done, we can begin filling the website with substantial content. Further worldbuilding will occur alongside creating this content.

Progress on the one-shot document has slowed due to an increase in classwork outside capstone, but will finally pick up in pace again immediately after the upload of this public facing report. The goal is to have the first draft of the one-shot done before spring break so we can edit it during spring break and the week after.

Now that the procedural generator prototype is complete, we will endeavor to edit and polish it by implementing the newly created core beliefs, adding better descriptions for

each field, and styling the generator beyond the default Twine format. Additional potential fields will also be considered.

To-Do

At the moment, the priority is to finish the one-shot document, website, and procedural generator in the coming weeks. Once those are done, a period of time will be spent refining each component.

We've scheduled the next playtest date to be on March 23 during an event hosted by the Digital Humanities & Social Sciences program dedicated toward tabletop roleplaying games. By then, the one-shot and various mechanics should be complete, allowing us to test a full *Turmoil in Thudor* one-shot. The hope is to gain feedback from participants outside the capstone class.