

***Turmoil in Thudor* Public Facing Report S2**

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Progress Statement

Completed

A great number of items have been completed since the last public facing report. The project team has met with both faculty advisors, Dr. Brown and Professor Simkins, and certified a biweekly meeting schedule with each. These meetings were spent updating each professor on the initial project advancements for the semester and receiving feedback and recommendations. The feedback received was incredibly helpful and encouraged some changes we have made to some core aspects for the project.

For one, the project is no longer called *Turmoil in Tuhadid* and now called *Turmoil in Thudor*. This change is the culmination of an ongoing discussion since the previous semester. When the project was initially conceived, the setting of *Turmoil* was originally going to be inspired by Middle Eastern and Asian cultures, but our advisors helpfully suggested including such content may draw away from the project's core focus on civil political discourse as people using the project may see this as an attempt to portray political issues of those cultures. We endeavored to create a more fictionalized fantasy setting to avoid this, but only recently did we realize we had to change the name, which still reflected the initial cultures. We have chosen Thudor, the name of the fictional country the setting will now encapsulate.

Further progress was made in worldbuilding and game design as well. Thudor itself is a fantastical nation that had emerged from a civil war thirty years ago as a constitutional monarchy. Now there are four major factions trying to set the nation's course. These factions all exist within Thudor and represent the various cultures and values held within the nation. We have made four factions, which include the following:

- The High Assembly: The governing legislative body of Thudor's constitutional monarchy and their agents, founded to represent the Thudorian people. Its principles value discussion and compromise between opposing viewpoints, although members have started to solidify in their positions, making greater change difficult to achieve.
- The Ivory Conclave: An alliance between various merchant guilds led by business-minded nobles and wealthy tradesmen. Progress and profit drive their actions, which can lead to new advancements but also make enemies from those they trample over in their pursuit.

- The Order of Stone: The most influential sect within Thudor's primary religion, the Order of Stone promotes traditional Thudorian values and once held greater sway over society. Its teachings provide comfort and community to its members, although those who may disagree with them often find themselves alienated from the Order.
- The Knights of the Soil: Claiming to defend those that cannot defend themselves, the Knights are a union of druidic folk and the underclasses of Thudorian society. While united in their goal to protect the land and people from exploitation, their decentralized structure gives rise to internal groups with differing methods, causing friction among members.

The initial outline for the first one-shot adventure has also been finished and edited. Titled "Denizens of Dro Thon," the one-shot sets a scenario where a group of foreign refugees have occupied a long-abandoned mountain fortress containing both boons and danger within. The players must navigate the refugees, the danger, as well as an incoming noble seeking to reclaim the fortress with an army to decide who retains (and deserves) control of the Dro Thon fortress.

Regarding the digital component, progress has gone exceedingly well. The team decided on a mock-up to base the website design off of. Furthermore, we found a way to easily export the mock-up design from Figma—where the design was being created—straight to the web thanks to the Quest.AI plugin. This Figma plugin allows us to export the website design into a functioning website while still allowing us to edit the HTML. With this discovery, we will be moving away from Wordpress as our site building tool in favor of Quest.AI.

A design document for the website can be found below with more information about the website at its current stage. Note that the website design featured in the document still contains "Turmoil in Tuhadid" as it was made before the name change. The final product will feature "Turmoil in Thudor."

In Progress

Priority in worldbuilding and game design lies with fleshing out the finer details of the setting and factions, as well writing the first draft of the one-shot. The goal is to have the one-shot in a playable state by week 6 of the semester to begin playtesting. In addition, conceiving ideas for the procedural generators has begun. We're looking at creating generators for character "templates" for each faction. Each template contains its own set of generators that decide aspects of the character's background, which depend on the character's faction. These ideas will be refined further in the coming days.

The next step for the website is to get the homepage up and running. This will allow us to test the capabilities of Quest.AI and make implementing additional pages easier. We

also got some feedback saying our current website design is not colorblind-friendly, so we will also be working on fixing that.

To-Do

After the first draft of “Denizens of Dro Thon” is finished being written, we will be making the statistics for any creatures, major non-player characters, and important items present in the one-shot. We will also be organizing playtesting sessions in the next few weeks.

Once we get the homepage for the website uploaded and functioning, we will start writing content and implementing the other pages. The website without the procedural generators should be complete within three weeks.

Turmoil in Thudor

A fantastical tale of political intrigue

Elevator Pitch/Tagline

Explore fantastical stories that take in a unique fantasy setting. Political Intrigue, social conflicts, and many other obstacles will harry players of this module. Using 5th edition dungeons and dragons as the baseline for the module, players will have to use everything at their disposal to change their nation.

Executive Summary

Using 5th edition Dungeons and Dragons, players will explore a nation known as Tuhadid in typical TTRPG fashion. While exploring the various cityscapes of Tuhadid, player's will encounter different social and political problems with plenty of room for them to intervene, and mold the story to whatever means they desire.

What sets this module apart from many others, is its digital element. Online, a website dedicated to this module will house all of the adventures players can explore. On top of this, however, players will also use random generators to help them mold their characters to fit the setting, as well as explore other points of view.

Using these generators, players will be given random aspects for them to incorporate into their characters. For instance, they will be given a faction affiliation, political affiliation, and even rivalries or other affiliations that they don't understand, or don't respect in some way. The purpose of these generators would be to give players beliefs that they may not necessarily share in the real world, but they would have to explore within Tuhadid.

If you are a person who is interested in exploring different views from your own, then this module explores all of the right points. By getting players to move out of their own mind, and into a character who may not share the same beliefs as them in order to explore mindsets they aren't used to.

Positions

All positions are in a malleable time frame. Much of the work will be done in person, although with leniency in remote work.

Game Developer/Designer

Knowledge (or willingness to learn) of Game design and development and its design process.

Concept Artist

Create concept art in a fantasy style that still allows for accurate depiction of characters and settings.

Narrative Designer

Create narratives that give room for thought, and allows players to explore interesting and unique stories.

Web Developer/Designer

Design and implement the outward facing production site for promotion and process documentation purposes.

The Team

Jessica Lieberman (Capstone Overseer)

Evan Dine (Project Lead)

- Game Design
- Narrative Design
- Web Design

Quinn Foster (Narrative Lead)

- Game Design
- Narrative Design
- Research
- Outreach

Dakota Hinchman (Lead Researcher)

- Research
- Outreach

Zoe Caggiano (Contributor)

- Help in areas needed
- Outreach

Visual Design (Website)



We have shifted away from using Wordpress, over to Quest.ai. This program will allow us to upload it straight to the web through FIGMA. This decision was made since Evan is more familiar with FIGMA, and as such, the design of the website will go faster, and we ultimately won't have to learn a whole new program for it.

We plan on keeping the website streamlined, easy to navigate, and visually pleasing. We have shifted to combine tabs, as well as add more. The Project tab will include information about the project itself, us, our faculty advisors, the class, DHSS, and RIT. The Setting tab will include information all about Thudor, her people, the factions, and the leaders of each faction.

The adventures tab will be the meat of the project, this is where the actual one-shots as well as the generators will be. Resources will include any articles,

tips, character sheets, and any other auxiliary information can be held. It's information will also be rotating through the image screen in the middle of the homepage. Finally, Accessibility will include all changes and shifts in order to be as accessible as possible to all audiences. It will include alternate color palette to cater to color blind individuals, it will also include other features such as line spacing, and text size.

Program Design (Website) (Game State Machine)

Game State Machine

Arrows pointing in two directions imply a back button to go to previous state

