Turmoil in Thudor Public-Facing Report S9

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Progress Statement

Completed

Everything that was mentioned in the "In Progress" and "To-Do" sections of the last public-facing report have been completed. Our artist submitted the art for the homepage and it is now displayed on our website. We credited the artist on The Project page, where you can find his ArtStation, Twitter, and Instagram pages. The World page has been filled with the completed nation map and basic information on Thudor's history and factions, in addition to the faction symbols. The one-shot document has undergone final edits, through the Homebrewery software, and made downloadable from the website.

We also wrote four articles for the website about the following topics:

- How to Run a Turmoil in Thudor Game
- Debate Encounters (the new formal name for the debate mechanic)
- Player Leverages
- Embodied Learning Through Role-Playing

Also, the procedural generator has been completed and uploaded to itch.io. The link to our website in the actual Twine software works, but the other links in the itch.io description and our itch.io account are not functioning. We will endeavor to fix this as soon as possible, although it might be a problem on itch.io's end.

We presented our project at Imagine RIT, and we are happy to say that it was a success. A good number of people visited our exhibit throughout the day, and more than a few visitors who played *Dungeons & Dragons* expressed interest in using our material to run their own games.

Conclusion

With the end of the semester comes the end of our in-school development of this project. Although we had a number of initial goals we didn't reach, we succeeded in our overall goal of creating an online D&D module to create an environment for civil political discourse. We are proud of the work we have done and thankful to everyone who has supported us throughout the process.

The team still has to discuss if and how we'll continue working on the project after graduation, but should we continue, further work is likely to include:

- Implementing feedback from users
- Creating homebrew material like subclasses and magic items
- More articles about the setting's lore, as well as potential fiction
- Another one-shot adventure free for download

Thank you to all who have followed this project throughout the semester!