

***Turmoil in Thudor* Public-Facing Report S6**

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

NOTE: Unfortunately we missed the deadline for the previous PFR of Friday the 4th, which would have been PFR S5. To continue the momentum of the DHSS capstone PFRs, this PFR will still be called PFR S6 and simply contain the progress that would have gone in S5, which was rather minimal.

Progress Statement

Completed

Significant progress has been made in nearly all components of the project. The first draft of the one-shot adventure, *Denizens of Dro Thon*, has been completed, and the second draft is nearly complete. The one-shot should be complete in time for the playtest on Wednesday the 23rd.

All of the website page structures have also been completed. Many of them have been filled with content consisting mostly of text and some placeholder images. We have yet to officially publish the website. That will happen when a vast majority or all of the content has been added to it. We've been getting some questions about examples of the website, so we will include some screenshots of the pages here:

TURMOIL IN THUDOR

THE PROJECT ● THE SETTING ● ADVENTURES ● RESOURCES ● ACCESSIBILITY



MEET THE TEAM



EVAN DINE



QUINN FOSTER



DAKOTA
HINCHMAN



ZOE
CAGGIANO

Sitemap

All our pages

-Home -Accessibility
-About Us -Setting
-Adventures



✉ Email@address.com

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This is our homepage. The map featured is just a placeholder, a leftover from when the project was *Turmoil in Tuhadid*.



This will be the About Us page, which will explain what the project is about and what it is meant to accomplish. Images will be added in the gray areas at a later date.

Additionally, the proposal for our Imagine RIT exhibit has been submitted. It looks like we will be in the first floor of the College of Liberal Arts, Room 1251, aka the Stan McKenzie Commons.

Lastly, further progress has been made in worldbuilding, specifically with fleshing out the core beliefs and leverages available to the various factions.

In Progress:

With the core of the website and one-shot adventure completed, our focus has shifted towards finishing the various assets that will populate the website and various worldbuilding elements. Progress on these had stalled somewhat since we all took time off for spring break, but with our return to campus, we are devoting ourselves to finishing them.

Maps of some of the locations in the *Denizens of Dro Thon* one-shot are in progress and are close to being completed. One will be a map of an army camp the players can explore to learn about one of the groups at play in the adventure, while the other will be a map of the actual Dro Thon fortress, where much of the action will take place. These maps are being created using Inkarnate, a fantasy map-making software. Our Inkarnate account is courtesy of our own Zoe Caggiano.

Regarding website assets, the focus has been on articles to populate the Resources page and visual elements for the factions. Three out of four faction symbols have been created, with the fourth to be completed very shortly. The three completed symbols are featured below and represent (from left to right) the High Assembly, Knights of the Soil, and Order of Stone.



Work on the procedural generator will resume shortly. Progress on that fell on the wayside mainly due to spring break and waiting for the core beliefs to be further developed. With both of those obstacles out of the way, a more complete version of the generator should be done before Wednesday's playtest, although we are also considering additional information the generator could provide, such as a secondary core belief or aligning/opposing beliefs across factions. Such explorations might wait until after the playtest, however.

Meanwhile, we have also been at work commissioning an artist to create a piece of art to replace the placeholder on our website's homepage. We have selected the artist we want to hire and are currently working on compiling references to send to them. Those

references should be fully collected and sent to the artist with our request over the weekend. With luck, the artwork should be finished well before Imagine RIT. The artist will be paid for their work with our own personal funds and properly credited on our website.

To-Do:

As mentioned previously, we have a playtest scheduled for Wednesday March 23. Unlike the previous playtest, this will be a full event from 6pm to 10pm intended to test the entire one-shot we have written. No matter the outcome, we expect this to be just as informative, if not more, as the previous playtest.

The updated information about our Debate Mechanic still needs to be uploaded to our DHSS Showcase page. This also fell out of sight over spring break, but will be corrected over this weekend. It should be uploaded into the Posts section of our Showcase page.

Lastly, with our Imagine RIT exhibit squared away, we will begin work on a slideshow to be displayed on a TV screen at our exhibit. This will have to wait until we collect an appropriate amount of visual assets to display, however.

Until then, we have officially entered the “hard-at-work” phase of the project and are expected to make swift progress finishing the project’s various auxiliary assets.