

# ***Turmoil in Thudor* Public-Facing Report S8**

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## **Progress Statement**

### **Completed**

Most of our work since the last PFR has been getting the WordPress website up and running. We are happy to say that the overall design for the website is complete, aside from a few irritating bits that WordPress makes difficult to address.

The homepage is mostly done, although the image of the faction symbols is a placeholder until the artist we commissioned finishes the art that will be featured there, and a link will be added to a resource article that explains how to run a game in the style of *Turmoil in Thudor*. On that note, the Resources page has a query loop set up so that when our articles are ready, we can just write them as posts and then they'll be automatically uploaded. Meanwhile, the page hosting the One-Shot is done aside from uploading the actual one-shot document, and the page for Project information is complete.

Here is the link to the website if anyone would like to explore it in detail. Note that it is still in progress and some links may not work.

<https://turmoilinthudor.cad.rit.edu/wordpress/>

### **In Progress**

The website page for the setting is currently under development. This will host some general information about the setting we made and the factions that player characters will be members of. A map of Thudor will also be featured on the website, which is nearly done aside from adding labels to geographical features. Afterward, the remaining items that need to be added to the website will take priority.

Here is what the Thudor map looks like currently:



The procedural generator made with Twine is also nearly finished. After some final editing and some more web content is added, the generator will be hosted on itch.io and contain links back to the website. There will be multiple links in the website that lead to the generator as well.

Additionally, the one-shot document is awaiting some final edits. Once that is complete, it will be run through Homebrewery, a software that will make the document look more D&D-esque. After that, it will finally be uploaded to the website to be freely downloaded.

In preparation for Imagine RIT and the undergraduate capstone conference, we started designing some flyers to hand out at both events with a QR code that leads to the website. We've also begun work on a presentation for the capstone conference that will discuss our process of development through the semester.

## To-Do

Once the core web content is complete, the team will be devoted to writing articles to add to the website's resource page. The ones being prioritized currently are the ones about how to run a *Turmoil in Thudor* game, character leverages in-depth, and the power of embodied learning. If we have enough time before Imagine, we will also add

further educational articles, as well as potentially original game statistics like magic items and NPCs, and fiction that further builds the world.

We also plan to make a less formal slideshow for Imagine that contains visuals and information to attract visitors. We are waiting for some final visual assets like our homepage art before beginning. Thankfully we should be able to start early next week.