

## **GM Overview Assignment**

With all that out of the way, I will be asking you to complete a slightly different writing assignment, in light of your not having to complete an annotated character sheet. I will be asking you to compose an assignment, due at the end of class, comprised of three components: the first is a small play journal. It should document at least ten play sessions (or as many as it has taken for you and your party to complete the adventure, should it be fewer than ten--though it should not be something you blaze through too quickly. Take your time with your adventure! If the whole thing is too abbreviated, it will reflect poorly in your grade--though obviously within reason. Each entry in the journal should be comprised of around 200 words. It should note the events that transpired in simple terms, including who attended (what players playing what characters,) what they did, where they went, what they found, etc. It should also very briefly mention what it is the players accomplished! I'd like each entry to also include a quick note detailing 1-2 key decisions you made as a GM to set a DC for actions a player decided to undertake. I'd like to know your thinking, in as few words as you deem necessary to establish how and why you set the DC as you did. I don't want the work to be too arduous, but you only really need to complete one (or so) of these entries a week, so you might have time enough and feel inclined enough to elaborate! Each of these entries should be numbered and begin with the date on which the game was played.

ATTACHED

Part 2 should be an evaluation of each player's performance in the game as a whole. This will be strictly between you and I, and will not reflect on their overall grade in any way. It will be a point of reference for me, but will not have any strict causal relationship. I want your opinion on several aspects of your players' performances, and I will ask you to review each of them, providing answers to the following questions, and an additional small paragraph for each student, no more than 300 words, and no less than 100, with your thoughts about their performance:

- 1)** How well do you think the player did in playing the game? (Give a score out of ten)

Max: 9/10

Ava: 8/10

- 2)** How well did the player do in communicating their intentions with what they were attempting to do in the game? (Give a score out of ten)

Max: 10/10

Ava: 9/10

- 3)** How well do you think the player did in embodying their character? (Give a score out of ten)

Max: 9/10

Ava: 7/10

- 4)** How creative was the player in approaching challenges and adapting to them? (Give a score out of ten)

Ava: 10/10

Max: 7/10

- 5)** How well was the player able to work together with other players as a member of a team? (Give a score out of ten)

Max: 10/10

Ava: 10/10

- 6)** How cooperative was the player in engaging with you, the GM? This should be both about how well they challenged you as well as how well they showed deference to you. (Give a score out of ten)

Max: 10/10

Ava: 10/10

Finally, what were your final thoughts about each player's performance? (Compose your short, 100-300 word paragraph.) This final paragraph may be in point form, but I do want to hear your answers suitably justified!

Max played his role perfectly throughout the session, fully embracing his greedy scumbag character. His clever use of morse code to cheat and obtain the code was a brilliant touch, showcasing his cunning and resourcefulness. I appreciated how he consistently thought of unique ways to expand his character, such as suggesting the idea of a casino to gamble his earnings, or in the end where he choose the scumbag route and picked immortality over his master which added a fun and dynamic element to the story. Ava also portrayed her character exceptionally well. It was evident from her adeptness at solving puzzles independently that she was the brains of the operation. Furthermore, her decision to reveal her enjoyment of torturing the assassin added depth to her character and surprised everyone, including me. It was an unexpected twist that added intrigue and complexity to the narrative. Both characters had compelling backstories, and I enjoyed how everything tied together seamlessly in the end while staying true to each character's personality.

The final part of the GM's Overview assignment is a combination of a self-evaluation and an overall report. I'd like you to sum up the adventure, describe how you think it went, what particular aspects were successful and why, as well as which did not and why. I'd like to know how you felt you approached the adventure as a GM, what you might change were you to do it all again, and how you felt this experience influenced your ability to communicate as a whole! This section should be fairly intuitive, and should be at least 500 words in length. While there are several aspects to this assignment of varying lengths, the total may seem like a lot, but it is not a rigid composition, and should be composed over time. It is easier than it looks! Just one piece at a time, and again, if you have any particular questions, please feel free to pose them to me directly!

Crafting and guiding the adventure as a Game Master was initially hard and scary yet ultimately rewarding at the end, I was able to kind of learn how to lead and blend structured storytelling and player-driven creativity effectively near the end. Starting with a basic premise of adventurers exploring a fantasy world, which evolved into a complex journey with multiple cities, unique potions, and custom items. The central plot focused on uncovering dark secrets and facing formidable foes, culminating in a climactic showdown where player choices determined the outcome. The open-ended nature of the adventure allowed players to choose their paths, resulting in diverse outcomes and immersive role-playing experiences. This freedom also posed challenges, as I had to balance entertainment with avoiding boredom. Adding a lot of unique

cities, potions, and items added a lot of depth and originality to the world, but I did realize I needed to diversify puzzle types because I stuck to using riddles and morse code often. Overall what helped me a lot in making the story was from fantasy novels and anime that I watched it helped in crafting engaging characters, storylines, and events, but I also saw the potential for expanding the world further by adding more cities and opportunities for exploration.

One of the challenges I faced was structuring the game to ensure it was entertaining and engaging throughout. Initially, I felt overwhelmed by the responsibility of being the Game Master, especially with the wealth of information to manage. However, I embraced an open-minded and creative approach, allowing players to have a significant influence on the direction of the story like when Max wanted to go to the casino to gamble. This approach ended up leading to memorable moments, such as Max's inventive use of Morse code via google to solve puzzles and Ava's unexpected revelation about her character's enjoyment of torture, adding depth and complexity to the narrative. However, I also identified areas for improvement, particularly in puzzle design. I found myself relying heavily on riddles, which are somewhat redundant. I would have diversified puzzle types to provide more engaging challenges for the players.

Despite these challenges, the adventure allowed me to embrace my creativity fully. Drawing from my love for anime and fantasy-based shows, I crafted the Kingdom of Vale with intricate characters, compelling storylines, and immersive events characters like Ghalen was actually from an anime I watched recently..Overall this experience definitely enhanced my storytelling abilities but also allowed me to be more open and deepened my understanding of communication as during the adventure i realized that I needed to provide clear instruction, and responsive engagement with player choices, and the ability to adapt to unexpected developments were vital skills that I honed throughout the adventure.

Looking back, I would have liked to include more options at the beginning of the adventure and create additional cities towards the end to provide a broader scope for exploration. While I managed to introduce diverse cities like Fafnir, I believe expanding the world further would have had a much better player experience. Additionally, ensuring that all players visit all three cities would have balanced the narrative and provided equal opportunities for character development and interaction. Overall, the adventure was a learning experience that highlighted the importance of flexibility, creativity, and effective communication in crafting engaging tabletop role-playing experiences.