

Scott Binter

This is the same(?) card sort I did last week. I guess I accidentally did more than I should have. It appears as though my work last week covers the work for this week. I had thought we were supposed to assign category names originally, so I ended up doing so at the top of the columns. I had no leftover cards, but some were added as I said before to things that may not make the final cut (the glossary section is a lot of overhead).

Characters	Spells	Info/Glossary	Simulation
Create Characters	Spell Lookup	Classes	Dice min/max
Modify Characters	Spell Effects	General Rules	Skill Estimations
Delete Characters	Spell Schools	Reference Guide	Attack Simulations
Move Characters In Campaigns	Spell Tracking/Consumption		Spell Simulations
			General Attribute Tracking