April 8 – Research Notebook implementation

April 12 – Research Notebook implementation; Greensheet implementation; Send out App

April 15 – Character Edits;

April 19 – Blue/Greensheet Edits; Mempacket implementation

April 20 – Meeting with Ghost; Riddle Chain Implementation

April 22- Item and Sign implementation

April 26 – Final Edits all around; Phys reps

April 29 – Assign sheets; Rules Doc edits

May 3 – Casting; Prod

May 6 – Unscheduled

May 8 – Rules Seminar/Packet Hand out

May 10 – Game? (Set up game space at 10:30 am)