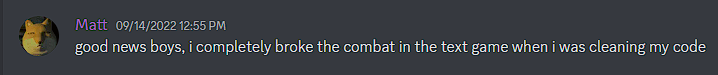
At the start of the semester I was on a sort of TTRPG kick, as my group of friends and I had recently started playing Dungeons and Dragons. I was DM-ing for the group since apparently, I was the only one who knew how to use a computer. So I purchased the Candlekeep mysteries set and got to work on “The Joy of Extradimensional Spaces”. And to this date, after 5 other campaigns, the majority of group still maintains that the first campaign we ran was the “best” one. Tragically, for the project I had to shorten it down by a lot due to time constraints, but I still feel as if I did justice to the brutal deaths of my friends due to their own stupidity on their first adventure.

Chart, treemap chart

Description automatically generated1: Story Map – Links between passages are done by the Harlowe command rather than the built-in system



2: Bugs – Shortly before release I wanted to make my code for the combat section more readable, and   
 uncovered several game breaking bugs in the process.

Text

Description automatically generated