

MAIN QUEST | THE CODEX LUDICA

4. LEEEROOYYYYYY JEEEEENKINS!

WEEK 4
DUE: 2/4



Your first Boss Fight draws near. We're charging in, a little reckless, but don't worry- we'll come out alright.

Quest Objectives:

1. ***Schedule*** your conference with the Game Master [here](#). (Use your Crimson email to access the link).
2. ***Craft a gameplan*** with your crew members to wrap up any Side Quests you still want to complete this unit.
3. ***Reserve any equipment*** you will need to complete your Boss Fight well ahead of time. (Here's the [library equipment](#) page).
4. ***Post your response*** to the prompt on the following page. Be sure to review the [course rubric](#) as you lay out your plan!

Completing this Main Quest grants you 50 NAPS.

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(TO BE POSTED AS A BLOG POST ON YOUR SITE!)

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It's always good to have a plan, but sometimes you just need to charge in and start swinging. Trust you're instincts here and see what you can do!

In your reflection post this week, you're going to lay out a detailed **plan for your CRIT project**. Use the guidelines below, and review the [course rubric](#) to craft your plan. **Bring this with you to your conference next week!**

Plan your project by considering the following. You can write this as a paragraph, or use bullets. You aren't required to answer all of these, but your plan should be detailed: choose what will be most effective for you in laying out the project.

Brainstorm the following:

- What is the **purpose** of your CRIT? What do you hope to accomplish?
- Who is the **audience** for this CRIT? How will you reach them?
- What is/are the **game(s)** you will be focusing on? What **specific mechanics** are going to guide your analysis?
- How **much effort** will this take you? What do you have done already?
- What kind of **tools** will you need to pull this off?
- What **obstacles** are you anticipating? How do you plan to circumnavigate them?
- How do you plan to **balance this project with your life** and other classes?
- What are any **questions** or **concerns** your Game Master can help you with?

If it is helpful, you might also consider bringing an **outline** or part of a **script** with you to your conference.