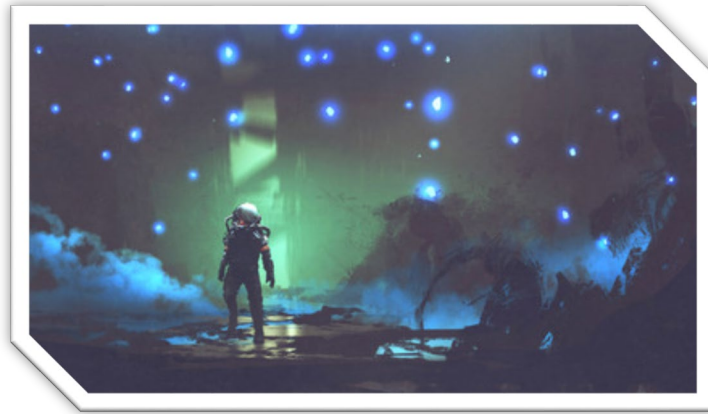


MAIN QUEST | THE HAUNTED CITY

PHASE 4: THESE THINGS ARE TRUE. WEEK 8 THE WORLD IS DARK . . .



... and we are alive. Keep your guard up, this isn't over yet.

Quest Objectives:

1. **Create a draft of your A.G.E. prototype.** That's right, make the thing (or at least a workable version of the thing).
2. **Share your draft with your crew mates.** You can either do this in-person in class or a meeting, or use [the project folder](#) to share your prototypes.
3. **Respond to the prompt** on the following page. (Note: Your job is also to be a playtester for your crewmates. You won't earn points for this quest if you don't participate in their playtesting too!).

Completing this Main Quest grants you 50 NAPS.

MAIN QUEST | THE HAUNTED CITY

PHASE 4: THESE THINGS ARE TRUE. WEEK 8 THE WORLD IS DARK . . .

Everywhere around us, you can hear the whispers and the noises– they'll try to get you lost, pull you away. Don't let them. Eyes forward, we've got work to do.

*Before responding to the prompt below, **have your crew review and then playtest your game with you.** You may want to share your materials with them ahead of time. You may also have **a group of friends/family play your game outside of class** for this activity, but please have your crew members play as well.*

In a short post (~350 words), respond to the experience of having your game played? What surprised you? What went differently than expected? What went well? Now that you've had the game played, what are you going to rethink? What are you certainly keeping. Did the group have fun? Why?

Finally, go through the suggestions of your crew mates. Are there any patterns to their feedback? What seems to be the consensus? Do you agree with their points and if so, which ones? Why do you think they felt that way?

Use this to inform your plan. Go back to your prototype and revise. When you are ready (and it will never be 100% ready, but it should be something you are proud of) you should **submit your A.G.E. using the Boss Fight submission link.**