

Weekly Deliverables

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Overview for Meeting September 19, 2019

- Leads
 - Clarify what aspects are most important within each department (therefore agreeing on the goals or concepts that we are trying to establish within the game.)
 - How can other teams assist with the creation of these elements
 - Sounds - voice acting. Bomb af audio
 - Design - interface to have a cohesive style and good flow. Want the choices and actions to matter
 - Art - art style to be unique. Not to stiff
 - Narrative - choice matter, unique storyline
 - Marketing - gain skills. And creating unique eye catching marketing material
 - Tech - want the game to work
 - Producer - interpersonal relationship not be affected by roles
 - Work with our pillar statements
 - Need to work on these statements
 - Establish the check in/check out process
 - Meeting before hand to establish who is going first
 - How will the information be communicated
 - Start of every meeting for 30 mins
 - How creative decision will be communicated with the creative directors
 - Discord created for the 3 + me
- **Sit with each team lead to discuss**
 - Work for the upcoming week
 - Not enough work is being done.
 - Establish the pipelines for each department or stages that each person will be working on
 - Establish how this work will be tracked
 - Ensure that each lead knows how to create a product backlog item and how to assign it to a sprint and individual
 - Make sure each lead has access to their document
- Personal Goals
 - Pre Production Goals for each team
 - Preferred methods of communication
 - How will the division of work be arranged
 - Each person 10 hours work

- Tell the CD guidelines
- Establish pipeline for team

Meeting with Team Leads October 3rd

Meetings will always be at 5pm

Need to do a read through of the script so that everyone is on the same page

- Good week everything looks great
- Things to watch out for
 - Drift
 - Communication between teams is not happening. (things like art team not talking to game team)
- Things will Change
 - We need to get through the material. That means creating more
 - If something isn't working, just get rid of it
- Narrative in its own world
- Make them the bad guys and I'm helping them make the deliverables

Pillar Statement

Version 1

- The story follows a Tarot Reader who is asked to assist an experienced detective solve a serial murder case. The tension is high as the mayor wants to keep the murders quiet while others seek to expose the killings. The cards reveal a lot more information about the victims and the person behind their deaths as well as the city they reside in.
- Within a dark and gloomy setting, a set of tarot cards offers the player a bright visual contrast to the murder unravelling behind the scenes. The environment is highlighted by hints of murky greens, yellows and reds, in additions to more cooling and contrasting colours off deep blues and purples.
- The core gameplay loop revolves around solving a series of murders. Your selection of tarot cards and dialogue choices influences the outcome of the case. Each gameplay section ends with a summary of the outcome of your actions. Between cases, you can review case data, practice tarot, and interact with the world and members of the cast.

Version 2

- A narrative experience with light mechanical elements that focuses on tarot as a means to interact with the user.
- Player choices influences narrative outcome. Player success is measured through direct interpretation of gameplay elements.
- The game focuses heavily on the aesthetics and mysticism of the 1970's to anchor game and set the tone.

Version 3

- A narrative experience with light mechanical elements that focuses on tarot cards as both a gameplay element and storytelling device.
- Player success is measured through selection of correct dialogue choices which lead to positive narrative outcomes.
- The game focuses heavily on the aesthetics, mysticism, and serial killers of the 1970s to anchor game and set the tone.

Version 4

- A visual novel with point and click game play elements.
- A narrative murder mystery with light mechanical elements that focuses on the mysticism of tarot cards as both a gameplay element and storytelling device.
- Player interaction is based around the selection of dialogue choices which lead to multiple narrative outcomes.
- The game draws inspiration from the dark grunge aesthetics of New York in the late 70's to create a serious tone.

Version 5

- A Murder Mystery Visual Novel with point-and-click gamplay elements.
- The narrative uses the mysticism of tarot cards as both a gameplay element and storytelling device.
- Player interaction is based around the selection of dialogue choices which lead to multiple narrative outcomes.
- The game draws inspiration from the dark grunge aesthetics of New York in the late 70's to create a serious tone.

Version 6

- A Murder Mystery Visual Novel with point-and-click gamplay interface.

- The narrative uses the mysticism of tarot cards as both a gameplay element and a storytelling device.
- Player interaction is based around the selection of dialogue choices which lead to multiple narrative outcomes.
- The game draws inspiration from the dark grunge aesthetics of New York in the late 70's to create a serious tone.

Version 7

- A Murder Mystery Visual Novel with point-and-click gameplay interface.
- The narrative uses the fortune-telling of tarot cards as both a gameplay mechanic and a storytelling device.
- Player interaction is based around the selection of dialogue choices which lead to multiple narrative outcomes.
- The game draws inspiration from the dark, grungy environments of American cities in the late 70's to set the tone.

Risks

- **identify drift**
- **Conflict**
- **Risk with tarot cards is that someone will reverse engineer the means of the tarot cards**
- How to take it to level up?
 - How to make people connect with the story line
 - Understand the tarot
 - See the art assets and sound
 - What we play at our table and what we show the judges are going to be different
 - Option - Case 4.2 is what we show for the judges. First three cases is what we are showing to the audience with the first 2 are a
- How the external plug-in work with the game. This needs to be tested in the white box build.
- Testing every aspect to confirm viability within the game. No approved assumptions specifically about implementation

Week 16 Deliverables

- **Tech**
 - Noah
 - Tarot Guide - Animation and Script for flipping pages
 - Card Sound/Animation Script- Play both sound and animation on hover, assign animations and sound clips from the menu
 - Serena
 - Corkboard - Making selections functional
 - Brian
 - Card Dealing - Dealing a predetermined set of cards from an array

- **Narrative**
 - Rachel
 - Talk to Alex about going through the script and have him advise what he would be cut.
 - Final dialogue changes to the script (all dialogue will be done January 9, this Thursday morning, any edits for being for sprites or notes. Prioritize Lana)
 - Past January 9, going through the script with sound and putting the notes needed.
 - Sit in with sound during the first Lana recording.
 - Revise Tarot Guide (shorten the meanings to 1-2 sentences.)
 - Diane
 - Final dialogue changes to the script (Spelling, grammar, no dialogue changes past January 8, this Wednesday night.)
 - Bonus: created documents for each characters.
 - Brian
 - Creating a mock-up of the dialogue boxes and showing what can be changed (colour, text size, font, box size.)

- **Game/Interface**
 - Serena
 - Get the corkboard functioning
 - Evidence getting collected when interacted with in the case file. Have the corkboard pull up when clicked on
 - Noah
 - Implement tarot guide into downtime scene
 - Diane
 - Implement Lana's lines into the dialogue system

- Alex
 - Consult with Noah about getting animations and soundscapes to play on hover
 - Noah advised that he would take care of it.
- Khalid
 - Focus on sound

- **Audio**
 - Alex
 - Manage the recording session on Thursday the 9th for Lana's dialogue
 - Work on Whyte Rose songs - incorporate different elements to classic rock track and extend duration
 - Khalid
 - Card soundscapes - work on one NEW animated cards (Chariot)
 - Cut dialogue trying to find the best takes - use the notes that will be provided
 - Serena
 - Re-do the magician soundscape - (shimmer is a bit much, think metallic)
 - Record Lana's dialogue with Alex on thursday

- **Art**
 - Brett
 - Update the tarot guide with new cards
 - Revise the corkboard
 - 1 or 2 frames for cut scene
 - Bonus Old Man mockup from tutorial scene
 - Hayley
 - Work on Tarot guide (brett will give u the assets u need)
 - Temperance, the world, the hierophant
 - Create Alpha asset list
 - Justin
 - Work on new iteration of the mayor as he will appear in the game (like standing in the right position and everything) Just a sketch but if you want to line it too it can be a bonus deliverable
 - Suzanne new sketch based on CD's input
 - Edit Strength/Death/Justice/Tower/Hermit/Hierophant/moon cards

- Bonus old man
- Bennett
 - Update the ADD with font and font size
 - Complete list of what cards need to be animated and revise
 - Work on as many animations as you can ~6
- **Marketing**
 - Hayley
 - Two Instagram posts
 - Upload Blog
 - *Bonus - T-Shirt Ideas :) Budget \$28 per person 12 people total \$336
 - Bennett
 - Animation for Art
 - Anna
 - One Instagram post
 - Two Instagram stories (one original story, one reposting story) (let Hayley see before posting)
 - push to fb/save to story highlights

Week 15 Deliverables - Dec 18th to Jan 2nd

- **Tech**
 - Noah
 - Refine Tarot Guide
 - Serena did this individually: Transfer Downtime to Separate scene
 - Serena
 - Transfer Downtime to Separate scene
 - Iterate Corkboard
 - Brian
 - Card dealing
 - Not working
- **Narrative**
 - Rachel

- Continuing working on the summation and planning the endings of the game.
- Diane
 - Continuing working on the summation and preparing for the endings of the game.
- Brian
 - Continuing working on the summation and preparing for the endings of the game
 - if time is available, see if the dialogue box can be changed (sizing, colour, etc.)

- **Game/Interface**
 - Serena
 - iterate on the corkboard interface, make the evidence show up on the corkboard after being examined.
 - Did not get to work how she wanted.
 - Did not get done. bonus: how to show players when evidence is collected and added to the corkboard
 - Noah
 - iterate on the tarot guide, bring it into the downtime scene.
 - Did not complete animations
 - Did not do: bonus: give the cards rounded edges
 - Diane - Did not respond
 - complete week 14's deliverables
 - Alex - Did not do
 - now that the cards are being animated in unity, im assuming we're going to have to attach the soundscapes to the animations, or figure out some way to have the animation and soundscape play on hover. figure out what the best solution to this would be and see if you can test it in unity
 - Khalid
 - attach sound effects to the downtime objects and have them play when the object is clicked.

- **Audio**
 - Alex
 - I'm working with Serena to make a schedule for the voice actors
 - Talked about it but didn't get anything written down

- I'm going to continuously working on the white rose songs
 - I want 3 total for the game but that might turn into a stretch goal, we'll see, depending on how many soundscapes we need I might finish them up but I probably won't so that'll be for the week after
 - Fool soundscape
- Khalid
 - gonna assign him card soundscapes
 - Emperor
- Serena
 - working with me to create a schedule for the voice actors to come deliver actual dialogue assets
 - Talked about it but didn't get anything written down
 - might also assign a soundscape or two but it's xmas week soon and lk ppl wanna chill
 - Magician
- **Art**
 - Brett
 - Make guidebook pages for the star, the moon and the sun. mockup sketches for the journalist
 - *bonus* corkboard
 - Hayley
 - finish creating logo, work on front page (find a font, figure out arrangement)
 - Justin
 - finish the rest of the cards.
 - Optional make a mockup sketch for the journalist
 - Completed
 - Bennett
 - animate high priestess and chariot. Make changes to emperor card.
- **Marketing**
 - Hayley
 - social media post
 - edited Alex doc
 - Bennett
 - Instagram post

- Twitter message
- Anna
 - Two Instagram stories (one original story, one reposting story) (let Hayley see before posting)

Week 14 Deliverables - Dec 4th to Dec 17th

- Tech

- Noah
 - Refine Tarot Guide
 - Did not really respond to the Discord
 - Serena did this individually: Transfer Downtime to Separate scene
- Serena
 - Transfer Downtime to Separate scene
 - Iterate Corkboard
- Brian
 - Card dealing
 - Not working. Did not respond to discord.

- Narrative

- Rachel
 - Editing summation (case review), connecting to cases and adding any additional information
 - Start planning endings of the game
- Diane - Did not reply
 - Editing Case 4 Alt 1 (adding additional information and revising to match the format of other cases.)
 - Start planning endings of the game
- Brian
 - Test to see if points from dialogue system can be subtracted
 - Editing summation (case review), connecting to cases and adding any additional information

- Game/Interface

- Serena

- Iterate on the corkboard interface. Bonus: Implement tarot guide into downtime and make it interactive
- did not iterate on the corkboard interface because i did not have the assets. Could not get assets because Brett was not responding.
- Created a new scene for the downtime
- Noah
 - Iterate on the tarot guide. Bonus: give the cards rounded edges
 - Did not respond to messages (first three weeks)
- Diane - did not respond to messages
 - Try implementing the hover effects you found from last week in to the working build (talk to me if unsure where the project is saved)
- Alex
 - Figure out how to put wait times in between dialogue lines
- Khalid
 - Try adding sound effects to the phone (dial tone) and TV (turning on, maybe signal searching for channel) on click.
 - Did not do. Bonus: Implement soundtrack to downtime scene
- **Audio**
 - Alex
 - Iterate on at least 2 different genre/style of music for White Rose
 - Rock, punk, soft rock, ballads, experiment with electronic influence. Etc
 - Provide demo examples for each style
 - Just didn't get approved by CD's
 - Consider using arrangements from Khalid's previous week's work in different ways and styles
 - Khalid
 - Continue working on the music examples brought to class
 - Think "read all about it"
 - Consider how the player should be in a detective problem solving headspace for the songs - and how the music can encourage it
 - Work with Alex on creating demo tracks of White Rose's music
 - Serena
 - Work on editing the card soundscapes brought to class to flesh them out

- Consider working with unique animal calls/noises for the devil soundscape & horse noises for death card

- Art

- Brett
 - Draw radio
 - Lana:
 - Lower hairline
 - Add mouth expressions
 - Give her an angry expression
 - rework Keith (make him more broad)
 - Colour keith
- Hayley
 - Concept more logos, aim to finalize
 - Work on menu (implement logo and font)
 - Wanted to keep working.
- Justin
 - Make sure cards are cohesive based off the notes on the wall and other feedback.
- Bennett
 - Make adjustments to Emperor card (slow clouds, change direction, add movement in characters)
 - Animate cards (world, empress, hierophant, Chariot)

- Marketing

- Hayley
 - Two Instagram posts
- Bennett
 - One Instagram post (send to Hayley on Monday)
 - So Bennett didn't get around to doing his Instagram post but has planned to repost the giveaway on our story. I've asked him to try and do a twitter message to make up for it
- Anna
 - Two Instagram stories (one original story, one reposting story) (let Hayley see before posting)
 - push to fb/save to story highlights
 - Reposted but did not create new content

Week 13 Deliverables

Anna notes:

Documents were not up to snuff. There were outdated assets. I think each team should take another teams document and edit in "suggestion" mode on google. These edits will include areas of confusion, outdated assets and assumptions.

Tech takes Sound

Narrative takes Design

Design takes Narrative

Audio takes Arts

Art takes Tech

- Tech

- Noah
 - read and edit the SDD
 - Tarot Guide
 - TDD
 - Tech support
- Serena
 - Cork board
 - Getting something into a scene
 - Getting casefile elements in the corkboard
 - read and edit the SDD
- Brian
 - Dialogue system
 - Working on getting the relationship and precision score listed and shown
 - read and edit the SDD

- Narrative

- Rachel
 - Read and edit the GDD
 - Assisting Diane with the Summation (case review period of the game.)
 - Going through the entire script and adjusting the language to be more comprehensible for today's time.
- Diane
 - Read and edit the GDD

- Writing the script for the summation period (connecting the cases together for the review period, consult with creative directors.)
- Brian
 - Read and edit the GDD
 - Assisting with Summation
 - Creating a basic dialogue system testing the relationship system

- **Game/Interface**
 - Serena
 - Read and edit the NDD
 - create table assets, test the cards/other interfaces sitting on the table
 - Noah
 - Read and edit the NDD
 - Work on the corkboard
 - Diane
 - Read and edit the NDD
 - Look into hover effects for zooming in on cards (refer to the GDD)
 - Alex
 - Read and edit the NDD
 - Implement celestine's lines into the dialogue system to test (please review the TDD before working in unity)
 - Khalid
 - Read and edit the NDD
 - Implement soundscapes into the white box (please review the TDD before working in Unity)

- **Audio**
 - Alex
 - Read and edit the ADD
 - Work with Anna to set up a test on whether or not to cast Celestine
 - Start writing music for the White Rose Band
 - Be able to pinpoint which cards can be assigned for soundscapes
 - Khalid
 - Read and edit the ADD
 - Start writing music for main menu *tentative*
 - Serena

- Read and edit the ADD
- *TBD card soundscapes
 - Alex forgot to update me on what these were.
 - 2 card soundscapes - devil & death
- **Art**
 - Brett
 - Read and edit the TDD
 - Add pages to guidebook (fool, emperor, empress)
 - Draw concept art for mayor and beatrice
 - Hayley
 - Read and edit the TDD
 - Concept a couple logos
 - Justin
 - Read and edit the TDD
 - Tweak the book (tbd)
 - Beatrice concept sketches and mayor (ask narrative if u need help)
 - Bennett
 - Read and edit the TDD
 - Animate 3 cards (Death, Devil, Emperor)
- **Marketing**
 - Hayley
 - Social media schedule (when we will post, setting up hootsuite)
 - Instagram highlights graphics
 - Bennett
 - 1 social media post (design social media post that will look nice)
 - Anna
 - 1 social media story (one insta story that we can push to fb - let hayley know what the topic is before it is due)
 - Khalid
 - 1 twitter post (can be purely text or image but should be informative and include hashtags)
 - Blog
 - Serena

Week 12 Deliverables

- **Tech**
 - Noah
 - White box
 - TDD
 - Serena
 - Getting the sound and dialogue working
 - *Bonus* Looking at the cork board.
 - Getting something into a scene
 - Getting casefile elements in the corkboard
 - Brian
 - Dialogue system
 - My understanding is that the dialogue system was broken in the SVN
 - Working on getting the relationship and precision score listed and shown
 - TDD
 - Review
 - Update TDD to reflect the whitebox.
 - Make suggestions.
 - Changes so that Noah can accept or decline comment
 - Send notes to Noah for Tuesday
- **Narrative**
 - Rachel
 - Assisting any dialogue system parts of the White Box
 - Editing NDD 2.0
 - Writing 3.5 Interlude 'Good' Scene (if Relationship is high enough)
 - Diane
 - Writing revision/solving period section (connecting all the cases, check with creative directors about how it will progress.)
 - Editing NDD 2.0
 - Brian
 - Editing NDD 2.0
 - Learning the dialogue system including the variables (Relationship system)

- **Game/Interface**

- Serena
 - Compiling White box
 - Editing 2.0's
- Noah
 - Compiling White box
- Diane
 - Editing 2.0's
- Alex
 - Editing 2.0's
- Khalid
 - Editing 2.0's

- **Audio**

- Alex
 - Edit SDD for 2.0
 - Explain vague sections - give
 - Prepare casted lines for leads meeting
- Khalid
 - White box support
 - Edit SDD
 - Make sure there are no grammatical mistakes
- Serena
 - Work with Noah to build whitebox
 - *bonus* contacted everyone that was casted. Everyone that was not casted was offered to play test.

- **Art**

- Brett
 - Salem Sprite
 - Upload each separate segment of lana
 - Cut out the Tv and make it a separate object (and phone)
 - Crime scene evidence (business card, Dog collar)
- Hayley
 - Sketching
 - Cards
 - Hierophant
- Justin

- Colour Hierophant
- Lines for Keith and Ricky
- Bennett
 - Animation
 - Past Weeks Cards
 - Star
 - Temperance
 - Sun
 - Death
 - Bonus: Hanged man
- **Marketing**
 - Hayley
 - Work on Website
 - <https://thehierophant.cfdh.ca>
 - Bennett
 - Instagram Post
 - Anna
 - Nothing this week (help Hayley if needed)
 - Blog
 - Rachel

Week 11 Deliverables

- **Tech**
 - Noah
 - Book animation and art
 - Card UI
 - Serena
 - Case file
 - Audio implementing
 - Brian
 - Dialogue system variables
- **Narrative**
 - Rachel

- Learn how to use dialogue system
- Help Diane with dialogue implementation
- Final revision of Case 1 before white box (dialogue options, grammatical errors, distinguishing between 'show and tell')
- Diane
 - Implement dialogue for white box
 - Final revision of Case 1 before white box (dialogue options, grammatical errors, distinguishing between 'show and tell')
- Brian
 - Learn how to use dialogue system and variables
 - Final revision of Case 1 before white box (dialogue options, grammatical errors, distinguishing between 'show and tell')
- **Game/Interface**
 - Serena
 - Iterate on downtime room
 - How will cards be displayed POV vs bird's eye
 - What is the shape of the table
 - Transitions between readings and responses
 - Noah
 - Card reading UI
 - Diane
 - Map out CG events and camera animations for Case 1
 - Alex
 - Test Khalid's work
 - Couldn't do work because Khalid did not do his.
 - Khalid
 - Figure out how to make an active call on dialogue
 - Specific elements/key features in photo act as a call, or speech bubble button etc.
 - Learned how to implement Dialogue in engine without the add-on
 - This was not done for Tuesdays. I haven't gotten an update.
- **Audio**
 - Alex
 - Focus on QA and whitebox deliverables
 - Could not do because white box was not done.

- Edit outstanding dialogue auditions and upload takes on the google drive
 - *bonus did all the editing from auditions to allow casting
 - Khalid
 - Consult with Noah about his unity song library
 - Choose appropriate music for whitebox background music.
 - *Must be subtle*
 - Focus on whiteboxing and design deliverables
 - Bedroom soundscape *Prioritized Last*
 - Serena
 - Deliver external auditions to sound lead for editing
 - Focus on whiteboxing and design deliverables
-
- **Art**
 - Brett
 - Break up lana sprite and add a couple new poses/expressions
 - Create a couple new evidence photos (Newspaper, Dog patch)
 - Hayley
 - Sketching
 - Cards
 - Emperor, Empress
 - Justin
 - Colour
 - Emperor
 - Empress
 - World
 - Bennett
 - Animation
 - Back of cards in Unity
 - Justice
 - Judgement
 - Fool
 - Magician
-
- **Marketing**
 - Hayley
 - Website
 - Set up Social's

- Insta
- Facebook
- Twitter
- Blog
- Bennett
 - Nothing
- Anna
 - Blog Post

Week 10 Deliverables

- **Tech**
 - Noah
 - Implementing Book and animations
 - Technical Support for Team members
 - Serena
 - Case file iteration
 - Onboarding skills
 - Brian
 - Card UI
 - Onboarding Skills
- **Narrative**
 - Rachel
 - Revising Case 1 for White Box
 - Edit Tarot Guide to fit pages
 - Read the entire script and make suggestions (put in the notes section)
 - Be there for voice auditions
 - Diane
 - Revising Case 1 for White Box
 - Case 1 downtime
 - Read the entire script and make suggestions (put in the notes section)
 - Brian
 - Revising Case 1 for White Box
 - Brainstorming relationship events for Case 2 and Case 4

- Read the entire script and make suggestions (put in the notes section)

- **Game/Interface**
 - Serena
 - Add sprites to tarot guide
 - *Noah added the sprites to the tarot guide.
 - Just iterated on the Case File
 - Noah
 - Character sprite changes
 - Diane
 - Tutorials on dialogue systems in unity (pixel crushers)
 - Alex
 - Implement scratch dialogue for case file into unity

- **Audio**
 - Alex
 - Be present for auditions
 - Edit the dialogue so they aren't single long takes
 - Discussed how he did not think he would have enough time. Told him to focus on design. Half done.
 - Khalid
 - Updating hermit
 - Needs to have a more candle/torch fire sample instead of campfire
 - Update star
 - More pouring and running water
 - Update temperance
 - Needs to be running water
 - Two wildly different soundscapes for the background music in the bedroom
 - Could not figure out what to do. Told Alex in class :(
 - Serena
 - Scratch dialogue for case one (females)
 - Be present for auditions

- Art

- Brett
 - Sketch Lana
 - Colour lana
 - Jester evidence photo
- Kahlid
 - Inserting the art into unity scene
- Hayley
 - Sketching
 - Cards
 - Fool
 - Devil
 - Magican
- Justin
 - Colouring
 - Cards
 - Fool
 - Devil
 - Magican
 - lineart
 - Lana
- Bennett
 - Animation
 - Past Weeks Cards
 - Animating four past cards in unity
 - Tower
 - Lovers
 - Hermit
 - wheel of fortune

- Marketing

- Hayley
 - Set up Social's
 - Insta
 - Facebook
 - Twitter
 - Blog
- Bennett

- Nothing
- Anna
 - Nothing

Week 9 Deliverables

- Tech

- Noah
 - TDD
 - Iteration of Card UI
 - Was at a fencing tournament and laptop broke.
- Serena
 - Tutorials on Unity scripts
 - Iterating on the case file
- Brian
 - Iteration of Card UI
 - Onboarding skills

- Narrative

- Rachel
 - NDD
 - Further revision of Act 1
 - Visual Novel Events for Act 1
- Diane
 - NDD
 - Planning Downtime Events (What will occur in the downtime segments.) (want case one)
- Brian
 - NDD
 - Matching the wording of the case files with Case 3 (the way you have done it with your case.)
 - Brainstorming ideas for visual novel segments (both good and bad.)

- Game/Interface

- Serena
 - Iterate on the case file aesthetics and functions
 - IF book gets done (rigged) that is priority

- Noah
 - Card reading UI
 - Character sprite changes - unity script - character expression.
 - Did research but did not get anything implemented.
 - Diane
 - Paper prototype and/or drawing of the corkboard
 - Implementing dialogue into the system (extra)
 - Alex
 - Audio layering in Unity - Tutorials
-
- **Audio**
 - Alex
 - Recording all scratch lines for white box
 - Guys. not girls
 - Khalid
 - Soundscape for the Hermit
 - Onboarding how to import sound into unity.
 - Show test case.
 - Task pair with Design and Tech
 - Serena
 - Audition material
 - Audition Scheduling
 - Everything should be ready for auditions next week.
-
- **Art**
 - Brett
 - Guide book pages
 - Weekly Updates
 - Colouring
 - Cards
 - Chariot
 - Kahlid
 - Take the main menu UI
 - inputting it into Unity
 - creating a live scene
 - including buttons
 - *bonus add the image to the unity file
 - Hayley

- Sketching
 - Cards
 - Strength
 - Chariot
 - *bonus* came in a helped figure out the animations
- Justin
 - Temperance crown needs to pop out
 - Colouring
 - Cards
 - Strength
 - 3D modelling Book
 - Rigging Book
- Bennett
 - Figuring out animations in unity
 - Animation
 - Past Weeks Cards
 - Death
 - *Bonus* Moon
 - *Bonus* High Priestess
 - *Bonus* Temperance water in hands need to move
 - *Bonus* Hanged man the tree could move
- **Marketing**
 - Hayley
 - Talk to Allison about casting
 - Talk to Kira about Documentary
 - Bennett
 - Nothing
 - Anna
 - Nothing

Week 8 Deliverables

- **Tech**
 - Noah
 - Getting all the dialogue from the old man case and inputting into the dialogue system
 - Sunday Meeting

- TDD
 - *bonus Spooky Shapes*
 - Serena
 - Card UI working with Brian
 - Brian did not communicate when he was working on anything.
 - Onboarding skills
 - Sunday Meeting
 - Brian
 - Card UI working with Serena
 - Onboarding skills
 - Sunday Meeting
 - Did not come to discord meeting.
 - TDD
- Narrative**
- Rachel
 - Revising act 1 with Diane
 - Tarot Definition Book
 - Which explain the mean on each card.
 - NDD
 - Diane
 - Fill in gaps for case 4 alt 2
 - Dialogue
 - Revising act 1 with Rachel
 - NDD
 - Brian
 - List of dialogue that is happening on the TV
 - Diane has created for her scenes
 - Did not realized that he was to make a list
 - NDD
- Game/Interface**
- Serena
 - Progress Chart tasks
 - Matching interface/Case file
 - Spooky Shapes
 - Noah

- Do the progress chart tasks
 - Did not update GDD as requested
 - Spooky shapes
 - Take a look at TV interface
 - *might help with matching interface*
- Diane
 - Progress Chart task
 - ½ completed
 - Consult a real tarot reader
- Alex
 - Progress Chart task
 - Consult a real tarot reader

- **Audio**
 - Alex
 - Wheel of fortune
 - Sun
 - SDD
 - Khalid
 - Temperance
 - Star
 - Hanged man
 - The wind is too much
 - SDD
 - Go over all documents for grammar
 - Serena
 - Remix lovers with the positives of each iteration
 - Judgement
 - SDD
 - Audition Listing - Send to Allison Innes

- **Art**
 - Brett
 - Revised background with larger table (tarot room)
 - Send the cards with finishing touches to Anna to be printed out and brought in to class on Thursday
 - Talk to narrative and create and asset list cards and what they need to contain to fulfil the narrative

- Editing the ADD
- Kahlid
 - nothing for this week
- Hayley
 - Editing the ADD
 - Sketching
 - Cards
 - Death
 - Moon
 - High Priestess
 - *Title screen
- Justin
 - Colouring
 - Cards
 - Death
 - Moon
 - High Priestess
- Bennett
 - Add face to the hermit
 - Slow down the snow in hermit
 - Animation
 - Past Weeks Cards
 - Judgement
 - Temperance
 - Hanged Man
 - Star needs and update
 - *bonus* Adapt the Star
 - *bonus* Justice New head
 - *bonus* Update fonts and borders of past cards

Week 7 Deliverables

- **Tech**
 - Noah
 - Dialogue Guide
 - Working on the User Interface for the Tarot Guide
 - Task Pairing with Narrative
 - Serena is the design consult

- TDD
- Serena
 - Mockup of Matching the Tarot Card to the Crime in unity
 - *bonus* edited the interface design portion of TDD
 - Did not get that far. Because of change in how this was being delivered to audience.
- Brian
 - Help with the matching
 - Still not working. Is not still communicating
 - Floater (work is being assigned throughout the week when need comes. Will track as it comes.)
 - TDD
- If communication with Noah does not improve will sit down and talk about it.
- (took about 2.5 hours)

- **Narrative**
 - Rachel
 - Identifying interfaces that connect with different parts of the narrative
 - Act 4
 - Work on NDD
 - Diane
 - Identifying interfaces that connect with different parts of the narrative
 - Act 4 Alt
 - Work on NDD
 - Brian
 - Identifying interfaces that connect with different parts of the narrative
 - Flush out case three more
 - Work on NDD

- **Game/Interface**
 - Serena
 - Prototype for Mockup of Matching the Tarot Card to the Crime Scene Evidence
 - GDD Document

- Noah
 - Integration and reading the cards interface on Unity
 - GDD
 - Diane
 - Complete secondary interface mockup in unity
 - Tarot Card Guide - Work in the downtime and readings interface
 - Pages flipping
 - Alex
 - Complete secondary interface mockup in unity
 - Phone
 - Full screen
- Audio**
- Alex
 - Put all the assets in hansoft
 - Soundscape for the justice card
 - Personally did not feel like it worked. Did bonus work to make it better! 5 stars
 - (took 14 hours)
 - Khalid
 - Soundscape for the towers card
 - Two versions
 - (took 4 hours)
 - Serena
 - Soundscape for the Lovers card
 - Two versions
 - (30 mins)
- Art**
- Brett
 - Storyboards
 - Updating the Document
 - Finishing Touches
 - Temperance
 - Hanged Man
 - Judgement
 - Kahlid

- Mockups for entrance way. Was not done.
- Title Screen Mockups
- Hayley
 - Updating the Document
 - (3 hours)
 - Sketching
 - Cards
 - Judgement
 - Temperance
 - (2 hours)
- Justin
 - Colouring
 - Cards
 - Judgement
 - (took 3 hours)
 - Temperance
 - (took 3 hours)
 - Hanged Man
 - (took 3.5 hours)
- Bennett
 - Animation
 - Past Weeks Cards
 - Hermit
 - Star
 - Wheel Of Fortune
 - (took 9 hours)

Week 6 Deliverables

- **Tech**
 - Noah
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Card User Interface (assist)
 - TDD
 - *dialogue system
 - Serena
 - Work on Physical Wall Board with rest of Team

- Attend Narrative Reading
- Keep working on the case file
- Brian
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Card UI
 - *still not working
 - (took about 2.5 hours)
- **Narrative**
 - Rachel
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Case 4
 - Add quotes to references
 - Add Assets to Master Asset folder
 - Diane
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Case 4 Alternate
 - Brian
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Put case three dialogue into same format
- **Game/Interface**
 - Serena
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Prototype for Mockup of Matching the Tarot Card to the Crime Scene Evidence
 - Working on additional material
 - Noah
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Integration and reading the cards interface on Unity
 - Diane
 - Work on Physical Wall Board with rest of Team

- Attend Narrative Reading
- Complete secondary interface mockup in unity
 - Newspaper
 - Full screen
 - DECIDED THAT THE NEWSPAPER IS NOT GOING TO BE IN THE GAME.
 - Diane is not do this deliverable because she was behind with other work.
- Alex
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Complete secondary interface mockup in unity
 - Phone
 - Full screen
- **Audio**
 - Alex
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Weekly Updates to SDD
 - Ensure that pipelines get followed
 - Think about hansoft
 - Work quality
 - Card Melody (two examples for each)
 - Justice
 - Sun
 - Tower
 - Lovers
 - Wheel of Fortune
 - (thinks he worked 10 hours)
 - Khalid
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Onboard skills
 - (2 hours)
 - Serena
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Casting - Audition

- Finding Voice Actors Actors
- Talk to Narrative for vibe of each Character
- (1.5 hour)

- **Art**
 - Brett
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Interface
 - Bedroom
 - Pre-assign the cards in hansoft
 - Kahlid
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Character Mockup
 - Old Man
 - While work was completed it was not done in the correct style or university quality work.
 - Hayley
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Time your work this week
 - Sketching
 - Cards
 - Hermit
 - Star
 - (this took 5 hours)
 - *bonus worked on ADD. Reformeted and added noted.
 - (this took 1 hour)
 - *bonus read and added noted to general formates
 - (this took 1 hour)
 - Justin
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Time your work this week
 - Colouring
 - Cards
 - Hermit
 - (took 2.5 hours)

- Star
- (took 3 hours)
- Bennett
 - Work on Physical Wall Board with rest of Team
 - Attend Narrative Reading
 - Time your work this week
 - Animation
 - Past Weeks Cards
 - Sun
 - Justice
 - (took 10 hours of work)

Week 5 Deliverables

- **Tech**
 - Noah
 - Dialogue system
 - General user interface
 - training
 - Serena
 - Work on the UI for the white box build (hand in hand with interface)
 - Unity Training
 - Brian
 - Card interface
 - Unity training
 - Test gif and MP4 file in unity
 - Tried something that did not work. Did not communicate issued throughout the week. Therefore Noah was not aware of the problem. Noah might have known that the process would not work therefore could have advised. Communication Error
- **Narrative**
 - Rachel
 - Read through all outstanding cases.
 - Get decision approved by Creative Directors
 - Revision of first act
 - Dialogue choices for first act
 - Pipeline revision

- Actual quotes from reference guide
- Diane
 - Creating dialogue for case file #2
 - Identifying interfaces that connect with different parts of the narrative
 - Act 1 to Act 2
- Brian
 - Creating dialogue for case file #3
 - Identifying interfaces that connect with different parts of the narrative
 - Act 3 - Ending
- **Game/Interface**
 - Serena
 - Making the items in the case file clickable
 - *made source material for puzzles* schnapps for the extra work
 - Noah
 - Looks at each interface and let Serena know what we can do and what we can't. Iterate Serena's white box build.
 - This needs to be in a list format
 - Making asset list
 - Diane
 - Complete secondary interface mockup in unity
 - Newspaper
 - Full screen
 - Did not do it. Told Serena on Sunday that she could not complete because she was busy with Narrative Work, and other classes. Anna needs to talk with Justin and Alex about this.
 - Alex
 - Complete secondary interface mockup in unity
 - Tv set
 - Full screen
 - Agreed to change deliverable to button connecting with Sound.
- **Audio**
 - Alex
 - Creating the rough draft of audio asset list
 - Talking to team about pipeline and workflow.

- Find placeholder sounds *3 examples for each*
 - Rotary phone
- Khalid
 - Soundscape for tarot reading (redoing last weeks work)
 - Find placeholder sounds *3 examples for each*
 - Newspaper
 - bookshelf
 - Tarot deck
 - television
- Serena
 - Audio placeholders for the “matching the tarot cards to the crime” scene
- **Art**
 - Brett
 - Concept art for guide book
 - Multiple pages
 - Finishing touches on cards
 - Asset Lists
 - *bonus* interface mock-up for readings
 - Kahlid
 - Concept art for readings
 - Work with interface to make sure they work with the game
 - BRETT had concerns about no communication - had to handhold through out this week
 - Hayley
 - Editing the SVN (props) *extra* schnapps for the extra work
 - Renaming all the art assets in the art folder.
 - Sketching
 - Cards
 - Justice
 - sun
 - Justin
 - Colouring
 - Cards
 - Justice
 - sun
 - Bennett
 - Animation

- Past Weeks Cards
 - Tower
 - Lovers
 - *bonus wheel of fortune

Week 4 Deliverables

- Tech

- Noah
 - Sit with each team lead and find a lossless file format for their team to add to documentation
 - Clarify the naming convention
 - Dialogue interface prototype
 - More training in Unity
 - Make updates to TDD
 - Makes updates to pipeline
- Serena
 - Work on the UI for the white box build (hand in hand with interface)
- Brian
 - Training in unity
 - Sprite art
 - Making the card animations - testing if gifs work

- Narrative

- Rachel
 - Script for the first act
 - Reworking the NDD
 - Reworking pipeline
 - Reference Samples
- Diane
 - Case file #2 working with Brian needs to include the following
 - Tarot card *trying to use the hierophant
 - Solutions in the reading scene
- Brian
 - Case files #3 working with Diane needs to include the following
 - Tarot card *trying to use the hierophant
 - Solutions in the reading scene

- **Game/Interface**

- Serena
 - Creating a prototype of the “looking at the evidence” interface with unity (similar to a white box build)
- Noah
 - Looks at each interface and let Serena know what we can do and what we can't. Iterate Serena's white box build.
 - This needs to be in a list format
 - Did not complete to leads knowledge at time of one-on-one with Anna
- Diane
 - Sketches and mockups of additional interactive elements
 - Newspaper
 - Television Set
 - Bookshelf
 - Tarot Deck
 - Rotary Phone
 - Corkboard
- Alex
 - Identifying interactive features and items that have sounds effects tied to them
 - Not available for time of presentation

- **Audio**

- Alex
 - Placeholder sound effects for the cards options for cards in motion (shuffling (x4), putting cards on the table, flipping them over)
 - Work on sound for the sound effect for the hierophant
- Khalid
 - Placeholder soundscape examples for each of the main three interfaces. (three different options)
 - Feedback
 - 2 out of three done well.
 - 3rd not a soundscape
 - Changes we will make to avoid in future is following pipeline
- Serena
 - No Deliverable - focus on interface

- **Art**
 - Brett
 - Concept art for main Tarot room
 - 2 cards updates
 - Lovers
 - Couple
 - 5 fruits on a tree
 - Tree 12 flames
 - Tower
 - Lighting
 - 2 people falling
 - Tower
 - Take cards to Creative direction and confirm the style
 - Kahlid
 - Concept art for main tarot room
 - Readings (two version)
 - Concept art did not follow interface layout therefore can not be used.
 - Hayley
 - 2 cards
 - Lovers
 - Couple
 - 5 fruits on a tree
 - Tree 12 flames
 - Tower
 - Lighting
 - 2 people falling
 - Tower
 - Wheel of Fortune *EXTRA POINTS
 - Wheel with 6-8 sections
 - Figure (either person or sphinx)
 - Wasn't proud of the second card therefore made up of incomplete card in work required in the future (working ahead. Discuss with lead and made agreement)
 - Justin
 - 2 cards
 - Lovers
 - Couple
 - 5 fruits on a tree
 - Tree 12 flames

- Tower
 - Lighting
 - 2 people falling
 - Tower
 - Wheel of Fortune *EXTRA POINTS
 - Wheel with 6-8 sections
 - Figure (either person or sphinx)
 - Bennett
 - The backs of the cards need to be finished
 - One more layer
 - 1 cards
 - Tower
 - Lighting
 - 2 people falling
 - Tower
 - Lovers *EXTRA POINTS
 - Couple
 - 5 fruits on a tree
 - Tree 12 flames
 - Wheel of Fortune *EXTRA POINTS
 - Wheel with 6-8 sections
 - Figure (either person or sphinx)
 - Statements from Alex
 - Good week everything looks great
 - Things to watch out for
 - Drift
 - Communication between teams is not happening. (things like art team not talking to game team)
 - Things will Change
 - We need to get through the material. That means creating more
 - If something isn't working, just get rid of it
 - Narrative in its own world
 - Make them the bad guys and I'm helping them make the deliverables
 - Personal Reports for Thursday
 - Khalid
 - Audio
 - Third soundscape and the use of mechanical items
 - On Tuesday evening, I spoke with Khalid regarding asset delivery and pipeline regulation. Previously there was uncertainty and an inconsistency on how asset delivery and deliverables. I spoke with him individually about the pipeline and asset delivery

and he both understand the protocols and expectations regarding the two topics. I will keep tabs on the progress throughout the coming weeks.

- Art
 - Concept art not working with the interface. Design/Interface team not communicated with prior to
 - Spoke with Khalid on Thursday in class. Did realize that the back of the cards was an issue. Confusion about understanding. Did not realize that he would have to cross reference. He needs to reach out. Not checking the most updated documents. Will do better.
- Alex
 - Game
 - Where was the work at check out?
 - Spoke with Alex in class on Thursday and he understood that he had messed up. Work will be submitted Monday night at the latest. He didn't realize that he had to post it. 😊
- Noah
 - Game
 - Where was the work from last week?
 - We talked to Noah in class in regards to the deliverable that was not completed. His explanation that he was just on communicating what work he was doing for each team. Felt like he just wasn't communication with the Serena well enough. Already seeing changes within the work period. Lack of separation between Tech and Design.
- When people are away
 - Email Alex, Justin, Anna and Team Lead
- Scope of White Box

Aware on silo effect (non-communication),
not reading other documents,
updating documents once a week (change log),
narrative (how are they planning on delivering concept, subplot getting delivered?, usable content, points presented to audience, focus has to be murder mystery),
puzzles (multi avenues of information is being displayed, channels of delivered information),
task pairing,
white box consideration (dialogue delivery, card shuffle, card delivery),
how to integrate the art into tech (trying not to make things too big)

Things teachers need to address

Stages they are working on

Offering help

Leads

Art

Narrative

Week 3 Deliverables

Everyone= naming conventions, updated pipelines

- Tech
 - Noah
 - Get SVN up and running
 - Confirm the file organization system
 - Pipeline
 - Complete the TDD
 - Serena
 - For non-unity fluent members they are completing a simple interface mock-up
 - Brian
 - For non-unity fluent members they are completing the unity tutorials
 - For non-unity fluent members they are completing a simple game
 - Complete the TDD (did not complete worked on narrative)

- **Narrative**
 - Rachel
 - Finalize the outline of game
 - How are we creating a “voice” and ensuring that all copy has a similar vibe
 - Give an example that we will refer to for the rest of the year
 - Needs to be run through CD
 - Complete NDD
 - Pipeline
 - Preferred method of communication
 - Diane
 - Decision tree

- Example Case files
- My questions
 - Identify each section of game play and give examples of written work that will be in each
 - These will be referred to for the rest of the year
- Brian
 - Finalize the of character description
 - World build
- **Game/Interface**
 - Serena
 - Interface mock-ups
 - Where each interface is living within the game play loop
 - How player is interacting with the interface and how it connects to the narrative
 - List of additional interfaces
 - We will need examples of all interface mock-ups
 - Work with narrative to identify the sections of game play and the interfaces that will go with it.
 - Pipeline
 - Preferred method of communication
 - Noah
 - Confirm Game Play Loop
 - Work with Game/Interface to make sure the interface mock-ups are fesisable
 - Make simple simple example of game play loop
 - Where each interface is living
 - How player is interacting with the interface and how it connects to the narrative
 - Diane
 - Completing the GDD
 - Alex
 - Completing the GDD (did not complete focused on sound things)
- **Audio**
 - Alex
 - SDD
 - Pipeline

- Preferred method of communication
- Khalid
 - Research late 70's music
 - Bring 5 examples of different vibes and tones
 - Bring 5 examples of soundscapes for each interface
 - 15 examples in total
 - How is the music changing with the narrative
 - Examples of those changes
- Serena
 - Proofreading SDD
- **Art**
 - Brett
 - ADD
 - Pipeline
 - Preferred method of communication
 - 1 design sketches for main tarot room
 - Hayley
 - 3 cards
 - Lovers
 - Couple
 - 5 fruits on a tree
 - Tree 12 flames
 - Tower
 - Lighting
 - 2 people falling
 - Tower
 - Wheel of Fortune
 - Wheel with 6-8 sections
 - Figure (either person or sphinx)
 - Justin
 - 3 cards
 - Lovers
 - Couple
 - 5 fruits on a tree
 - Tree 12 flames
 - Tower
 - Lighting
 - 2 people falling

- Tower
- Wheel of Fortune
 - Wheel with 6-8 sections
 - Figure (either person or sphinx)
- Bennett
 - 2 cards
 - Tower
 - Lighting
 - 2 people falling
 - Tower
 - Wheel of Fortune
 - Wheel with 6-8 sections
 - Figure (either person or sphinx)
 - Backs of cards
 - 2
- Kahlid
 - 3 cards
 - Lovers
 - Couple
 - 5 fruits on a tree
 - Tree 12 flames
 - Tower
 - Lighting
 - 2 people falling
 - Tower
 - Wheel of Fortune
 - Wheel with 6-8 sections
 - Figure (either person or sphinx)
-

Week Four Deliverables

- Hayley
 - Sketch one card (two different ways within the same style)
 - Hierophant
 - Two pillars
 - Two crossed keys
 - Two kneeling priests
 - King wear crown and has a staff with 3 horizontal lines
- Justin

- Colour the hierophant
 - Two different ways same style
 - Help bennett with the backs of the cards
- Bennett
 - Animation the Hierophant
 - The backs of the cards need to be finished
 - One more layer?