

TERRAIN BOARD FOR DUNGEONS & DRAGONS

Dylan, Ember, and Sebastian

IN THE BEGINNING,

Our vision in our prospectus was:

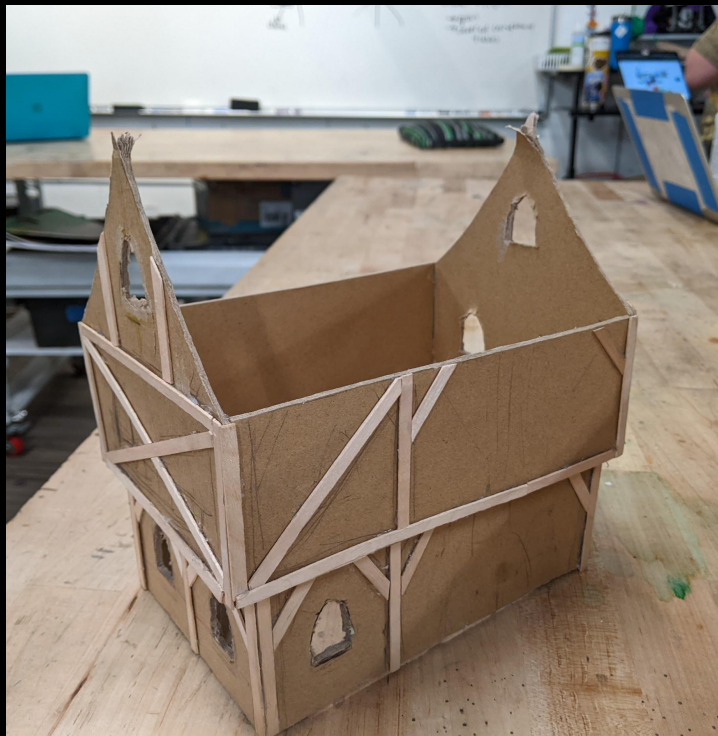
“A carefully sculpted physical 3d terrain board, styled in the medieval fantasy genre. It will have a forest-y section, a section with houses, and maybe a cave or a goblin hideout or something.”

At this point, we didn't fully realize the scope of the project. Most of the dates of completion in our prospectus are totally off, we got painting and flocking done on the last day of work time. Our plan was to make this board accessible to the D&D club, D&D being a roleplaying game relying on dice and imagination to play it. It can still be helpful to have a tabletop aid, especially for combat encounters where precision really matters.

Link to Prospectus:

<https://docs.google.com/document/d/1HzJwHd2nK0PLMIHvc724goVDjPHo3QGYxBYsLpyYvhI/edit>

THE PROTOTYPE,

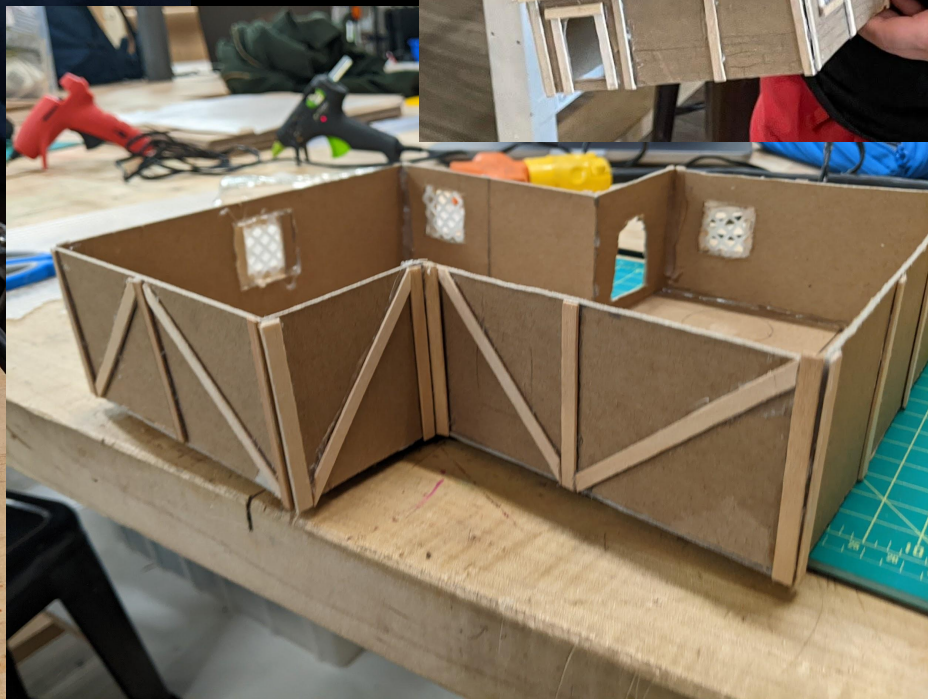


IN THE MIDDLE,

We worked on the houses, building the blacksmith and the tavern. We realized we needed to size down the board considering the progress we had made and having group members out of school for long periods of time. At this point we had a few unpainted individual pieces, (the wall, the houses, the bridge, etc.) but we didn't have the board yet.

Late during this process, when we only had about a week left, we crammed in completing the board and painting it to a decent standard, attaching the houses and buildings with minutes to spare.

IN THE MIDDLE, (CONTINUED)



IN THE END,

We created a decently large terrain project, with lots of detailed areas, at the accurate scale for D&D, and enough features to accompany a bunch of different encounters or adventures the players go on.

The board is approximately 42.5" long, 24" wide, and 12" tall. The scale we used for the project is 1" \approx 5'. We followed this scale liberally, because some parts of the build would not look as cool if they were truly to scale.

We chose to create this board because we wanted a better experience of D&D Roleplay at after school, and we wanted to make it cool. We think we accomplished that well.

PICTURES OF OUR PROJECT



PICTURES OF OUR PROJECT



IN THE END,



CHALLENGES AND STUFF

One of the main challenges during this project was collaboration and availability of collaborators. We had a lot of troubles in deciding what things were going to look like because we each had different ideas. There was also a period where one of our team members was out for a long time, which slowed down our work by a lot. However after most disagreements we were able to compromise and create better ideas than we each had in the first place.

We also had challenges with planning, realizing we had to cut down the project because we wouldn't have enough time to finish. At parts this project could become very stressful, but at parts it was also very fun.

WHAT WE LEARNED

Even with more people than you may expect, the scale of your project may not fit the allotted work time.

Some of the Core Capacities that we exercised were Collaboration, Creativity, and Critical Thinking and Problem Solving.

If we were to do this project again, we would cut down on the overall size of the project and plan better.

THE END

