1. Introduction

This report will cover the creation of a campaign (A linked series of adventures) for a fantasy tabletop role-playing game (Dungeons and Dragons) including gameplay with volunteers from different communities. This will be split into the following sections and sub-sections:
- Criterion A: Planning - Where I will explain where my idea and inspiration came from, what learning and product goals I chose for this project, my action plan, my success criteria to evaluate the project and the global context I chose for it.
- Criterion B: Applying skills - Where I will show and explain my work and the usage of the ATL skills, namely research I did on worldbuilding, playstyles and rules as well as thinking when developing the product.
- Criterion C: Reflecting - Where I will reflect on my project and assess its completion and effectiveness by evaluating against the success criteria.

2. Criterion A: Planning

2.1. My Idea and inspiration

Back in 2019, one of my newly made camp friends introduced me to Table-top role-playing games (a sub-genre for role-playing games (RPGs) in which the participants describe their characters' actions through speech, commonly referred to as TTRPGs). I remember we would spend hours on the hiking camp walking through the Białowieża Forest discussing possible interactions, game systems and fantasy stories. While we spent less than two weeks together on the camp our interaction sparked my long-lasting passion for TTRPGs mainly Dungeons and Dragons (a fantasy tabletop role-playing game, which is considered to be the best TTRPG by many and the publication of which is commonly recognized as the beginning of modern RPG's and the RPG industry). Before this project, I remember trying to run a few D&D campaigns (A typical Dungeons & Dragons game consists of an "adventure", which is roughly equivalent to a single story. A linked series of adventures is commonly referred to as a "campaign") but always failing. When I was thinking about an idea for my personal project, those memories came into my head, and I, filled with determination and hope to do what I want and succeed at it, decided to try again. I started by analyzing D&D and my previous campaigns to find what exactly, do I want to do that would be ambitious enough but at the same time manageable enough to be a personal project idea. I started thinking that I can make my own game system on par with TTRPGs such as D&D, Pathfinder, Call of Cthulhu or Neuroshima (Other popular, well-made and respected TTRPGs). Soon I realized that a project on that scale would take a few years for a team of professionals so I was back to square one but I was still determined to make the project connected with TTRPGs. But then I found a scrapped campaign idea for D&D in my cabinet and got the idea of making and being the gamemaster of a D&D campaign for my project ("A gamemaster commonly referred to as a GM is a person who acts as an organizer, officiant for regarding rules, arbitrator, and moderator for a multiplayer role-playing game"). I thought that while it needed some elaboration it was a great idea for the personal project so I told my supervisor about it and he agreed.

As mentioned above I already have some past knowledge of creating a D&D campaign. Between 2019 and 2022 I made and tried to run 3 different D&D campaigns. One about a corrupt government that is only in power because they mind control their citizens. Another about a group of high-schoolers who were transported to another realm with their dads, sold into slavery and their journey back through the unknown realism. With the most recent one a group of goblins who try to negotiate the safety of their tribe with the ruler of a nearby kingdom. Unfortunately all of those didn't

last more than 2 sessions, thus I consider those to be failures. Even though I have some experience, this is the first time I'm planning everything in detail and on such a scale.

2.2. Learning goal

My learning goal is to learn how to create a campaign for the D&D ruleset, to know how to make maps and what tools, to know how to improvise dialog well, to know how to make a story more immersive and match the environment and descriptions to the tone of the story I am telling. Something that I'm looking forward to the most is learning how to act in scenarios I am not prepared for and giving hints that are not too subtle but at the same time don't feel forced. While, of course, I know the basics of most of these I still would like to improve them all and perfect some if possible.

2.3. Product goal

My product goal is to create a world and a campaign set in that world using the D&D system, complete with; it's own maps, story (in chapters), homebrew spells and items, dungeons/labyrinths , non playable characters (NPCs) and puzzles.

These elements will then be used to create an immersive story that will entertain the players. By creating the campaign that will engage the players in storytelling and role-playing as their characters, it will allow them to enhance their creativity, imagination, being mindful of and cooperating with others as well as just being good fun, a way to make some friends and a great testing ground for social experiments (D&D it a perfect place to conduct social experiments due to the fact that the consequences, while remaining visible in game, have no impact on the real world).

2.4. Action plan

The next step I had to do was to make an action plan for my project. I broke down what I needed into smaller steps & actions and then placed it on the plan in such a way that I wouldn't be crushed by work. Even though it was an ambitious plan I thought it was achievable. Because of how many things I need for this to work, it is very cramped and it needed to be updated almost each month to ensure nothing was forgotten.

Timeline	Actions	Skills used
Weeks 1 - 4 September	- Choose my personal project topic. - Create basic action plan. - Choose the global context and the ATL skills for my learning and product goal - Submit personal project notification form. - After choosing the project topic start researching. - Come up with success criteria.	Self-management skills.
Weeks 5 - 8 October	- Start the world map and make at least two battle-maps. - Read "Dungeons & Dragons: Player's Handbook", "Dungeons & Dragons Dungeon Master's Guide" and "Dungeons & Dragons Monster Manual". - Try to make weekly journal entries a habit. - Analyze my past campaigns and to learn what i can improve on	Research skills

Weeks 9 - 12 November	• Look for inspiration and research the general topic of D&D • Start writing the story • Expand and improve the action plan • Start creating the first two NPCs (village chief and the main villain) • Start the creation of homebrew magical items and spells. • Start developing the first settlement (Ghontalir) • Continue making the world map, make 1 regional map and 1 battle-map • Meet with supervisor	Research & Thinking skills
Weeks 13 - 16 December	• Update action plan • Look for inspiration • RESEARCH • Read "Dungeons & Dragons: Tasha's cauldron of everything" • Create the two more NPCs (the village chief's son and daughter) • Continue on making the world map, make 1 regional map and 1 battle-map • Finish planing out chapter 1 of the story	Research & Thinking skills
Weeks 17 - 20 January	• Update action plan • Learn to read and write in runic to encrypt clues and pieces of lore for the players • Continue writing the story • Meet with supervisor • Finish the world map, make 1 regional map and 1 battle-map • Try to make the personal project mini pitch work	Thinking skills
Weeks 21 - 24 February	• Find players for the campaign and create their characters • Finish planing out chapter 2 in the story • Create a organization hierarchy and make 3 guilds • Pre-prepare a form for the players to comment on our sessions • Meet with my supervisor • Conduct session 1	Communication & Thinking skills
Weeks 25 - 28 March	• Meet with my supervisor • Conduct session 2 • Start writing personal project report • Give the personal project report draft to my supervisor • Create the three more NPCs (the 3 leaders of the adventurer's guild) • Conduct session 3 • Update action plan • Finish/correct the personal project report • Conduct session 4 • Conduct session 5 • Prepare personal project Pitch	Communication & Thinking skills

Weeks 29 - 32 April	● Conduct sessions 6-9 ● Continue writing the story, creating NPCs and making maps	Social & Thinking skills

2.5. Success Criteria

When making the success criteria I tried to focus on aspects of both my product and learning goals. While to me personally Learning something from the experience holds more value than the details of the experience itself, the learning goal is very hard to grade and the product goal might be considered too generic. Because of the nature of my product goal and learning goal I decided on the Success Criteria but I am aware that some of them might confuse the readers thus i added explanations for each of the criteria.

Success Criteria groups:	Explanation:
Battle-maps,Regional maps and the World map	Navigation and fighting will play a major role in the campaign, so their existence and their quality are of the utmost importance, but because each of the map types differs so much in purpose I will assess each type of maps independently (battle/regional/world).
NPCs	Non-playable characters or NPCs for short are the main tool I will use to pass on pieces of information to the players and encourage role-play in game thus I can use the quality and quantity of the NPCs I will create to assess my project.
The Dungeon and it's puzzles	I plan for a part of the campaign to be similar to a dungeon crawler where the players try their best to explore a dungeon while constantly being faced with traps, labyrinth-like layout and puzzles thus i can use it to assess my project, but due to the fact that the puzzles need more attention than the other parts of the dungeon i will grade them separately from the rest of the dungeon.
Homebrew spells and items:	To add flavor to my game I decided that I'll design custom made spells and items for my players. Designing these requires a lot of attention to detail due to how easily they can become either game-breaking or too weak to pay attention to.
Chapters	Just like any other long story, mine will be divided into chapters that will differ in the party's goals, the environment around them and their situation thus I will use it as another criteria to assess my project.
Players & Sessions	From my past experiences with D&D I learned that the hardest part of creating and playing a D&D campaign is finding people who are genuinely interested and organizing sessions. Thus, I will use the number of people who will play and the number of sessions played as two separate criteria which I assess my work by.
Safepoints	Safepoints will be places where the party can take a rest from working toward the main goal and role-play among themselves, due to their importance in the story and the need for a rest amongst the players and their characters. I will use them to assess the project since they are necessary for the game to

	work.
Combat encounters	Combat and its mechanics is one of the key features in D&D and it is one of many occasions to check and/or improve the player's and your own knowledge of the rules as well as creative thinking, thus I will use it as another criteria for assessing my work.
Player's satisfaction	As they will be the ones that will influence and be influenced by my work it's only fair that i will use their opinion to grade my project

Success criteria:	Below Expectations:	Meets Expectations:	Exceeds Expectations:
Battle-maps made:	Less than five battle-maps made.	Anywhere between five and ten battle-maps made.	More than ten battle-maps made.
Regional maps made:	Less than two regional maps made.	Anywhere between two and four regional maps were made.	More than five regional maps were made.
World map:	No world map or a non detailed world map made.	Printed and detailed world map with names of major powers.	Printed on A-0 paper detailed world map with names of all of the major and most of the minor powers and descriptions of what each symbol on it means/stands for.
NPCs Created:	Less than five well developed NPCs.	Anywhere between five and ten well developed NPCs.	More than ten well-developed NPCs.
Dungeon layout:	nothing dungeon floors planned and mapped out.	Two dungeon floors planned and mapped out.	three or more dungeon floors planned and mapped out.
Puzzles prepared:	One or none puzzles prepared.	Anywhere between two and five puzzles prepared.	More than five puzzles prepared.
Homebrew spells and items:	One or none homebrew spells/items.	two homebrew spells/items.	three or more homebrew spells/items.
Planned out "chapters":	Less than two chapter's worth of story prepared.	Anywhere between two to four chapter's worth of story prepared.	More than four chapter's worth of story prepared.
People interested / people playing:	Less than four people playing the D&D campaign I created.	Anywhere between four and seven people playing the D&D campaign I created.	Eight or more people playing the D&D campaign I created.
Sessions played:	Less than three sessions of my D&D campaign were played.	Anywhere between three and five sessions of my D&D campaign were	More than five of my D&D campaign were played.

		played.	
Safepoints reached in game by the players:	The players didn't Reach any safepoint yet.	The players are on the first safepoint or have passed it and are on their way to the second safepoint.	The players are on or have passed the second safepoint.
Combat encounters:	The players didn't have any combat encounters.	the players experienced anywhere between one and three combat encounters.	The players participated in four or more combat encounters.
Player's satisfaction:	The players said they were bored during the sessions	The players said the sessions were good and told me what to correct to make it better	The players said that they view the sessions as perfect
Learning goal:	This experience has taught me nothing	I learned how to make maps and create immersive stories, while at the same time improving on my writing, self-management and social skills.	I know how to create grand and amazing stories and maps in a short amount of time (without being distracted)

2.6. Global context

For my global context I chose personal and cultural expression because that is the true essence of this project, for me it's expressing myself by creating what I consider a form of art and encouraging my player's to express themselves by the art of role playing. To make sure I fulfill the necessary criteria for the global context and because I thought it would be fun to add to my project, I stylized every region of the world map after a different culture.

3. Criterion B: Applying skills

### 3.1. ATL skills for my learning goal: Research

For my personal project to work I needed to not only research a lot about the exact rules of D&D, how to be better at playing it and how to improve my storytelling abilities, but I also needed to find inspiration for the creative work that I did. While there are way too many things that influenced my work to mention them all I summarize four key influences below.

3.1.1. A chat with an experienced GM
The first one was a discussion, with one of my friends (who also plays D&D and is currently running a 3-year-long campaign) about how to structure a campaign, what do you need to play D&D and how did he make his own campaign in such a way that his players not only enjoyed it but we're all able to attend regular sessions, which in my experience was the biggest challenge. This should allow me to avoid making the mistakes he made and to learn from the things he did right.

### 3.1.2. The D&D YouTube community

The second one was the D&D YouTube community. Especially channels like WASD20, Map Crow, OSQtv, Ginny Di, Blaine Simple, XP to Level 3 and JoCat. Some of the videos were about finding inspiration for the campaign, some of them were about how to make maps well, there were also those that explained in humor and detail how each aspect of D&D works and how to incorporate your own style into telling a story.
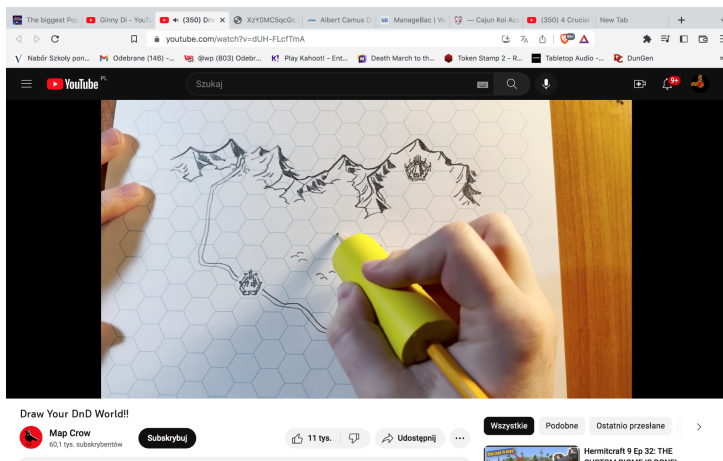
(above: video-tutorial on how to make maps by Map Crow)

3.1.3. Official handbooks

The third key part of my research was reading the official guides to D&D namely the player's handbook, dungeon Master's guide, monsters manual and Tasha's cauldron of everything. While it might seem like an easy feat to read and analyze four manuals, it's not really that simple. On average each book has 295 pages, so I read and analyzed in depth 1180 pages and then used that knowledge to make NPCs, maps and puzzles among many other things. While sadly my work wasn't regular, when i had the project on my mind i would work for hours upon end without a break just to finish a specific topic.
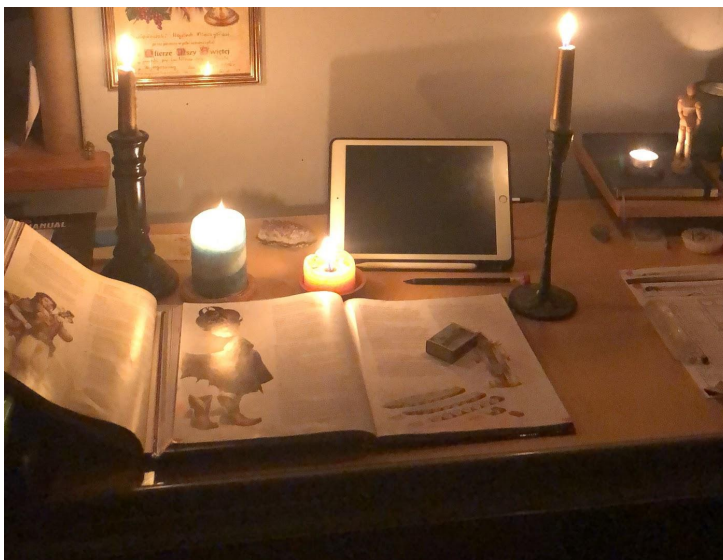
(above: my workspace for D&D (the lighting helps me focus))

3.1.4. Old notes

The fourth one was to look through my notes from the past campaigns I planned which never saw the light of day, and there I found what can be only described as a metaphorical gold mine. There were tons of maps, a fully developed fictional religion, custom currencies and most importantly organizations, the existence of which I forgot about while making this project. It was all in Polish but I took inspiration from the ideas and used some of the materials from it, namely the religion and currency systems in this new project.

3.2. ATL skills for my product goal: Thinking

When doing the project, I tried to rely both on previously tested scenarios that I knew would work and on my creativity and innovations. For each part of the project I used a different approach.

3.2.1. Homebrew Items and spells

I was able to create 3 homebrew magical items and they are as follows. "The wings of morningstar" which are an armored shoulder pad that can turn into a pair of bird wings of a chosen color after you use an action to speak its command word. "The staff of Lightstone" which can be

summarized as a very strong magic quarterstaff. The last one, "Robe of the Architect" is basically a robe for spellcasters that acts as very strong magical armor with small benefits.

3.2.2. The Dungeon

While creating the dungeon I quickly found out that it is a great opportunity to have the players to find out more about the world, what their characters are capable of, the main villain and foreshadowing of a possible source of unlimited wealth, fame and power. In the end I was able to plan and map out the entrance (a four story guard tower) and the first floor of the dungeon (complete with traps,corridors and a maze-like structure).

3.2.3. Puzzles

For puzzles I tried to be as creative as I possibly could by leaving hints for players everywhere I could think of but not without an obstacle that would need creative thinking to be passed. I made two puzzles, but they are relatively complex and well thought-through and they even have their own maps.

3.2.3.1. Puzzle 1

The first puzzle requires players to figure out what to place in a bowl on a pedestal in the middle of an octagonal room with two doors and six statues of ancient rulers based on an encoded message/short poem written on the sides of the bowl.
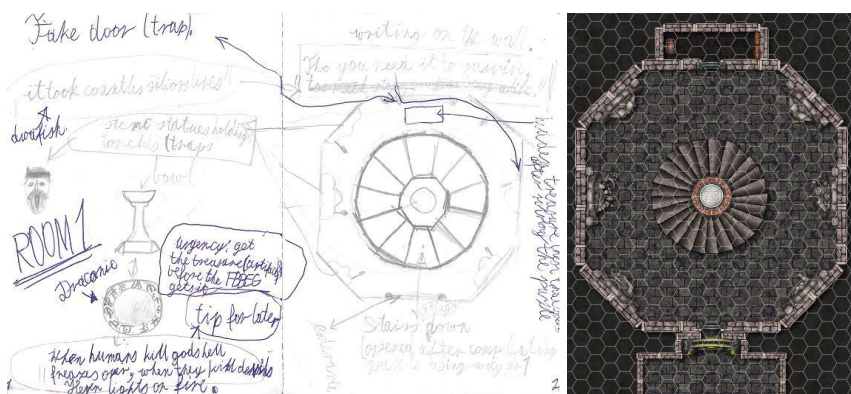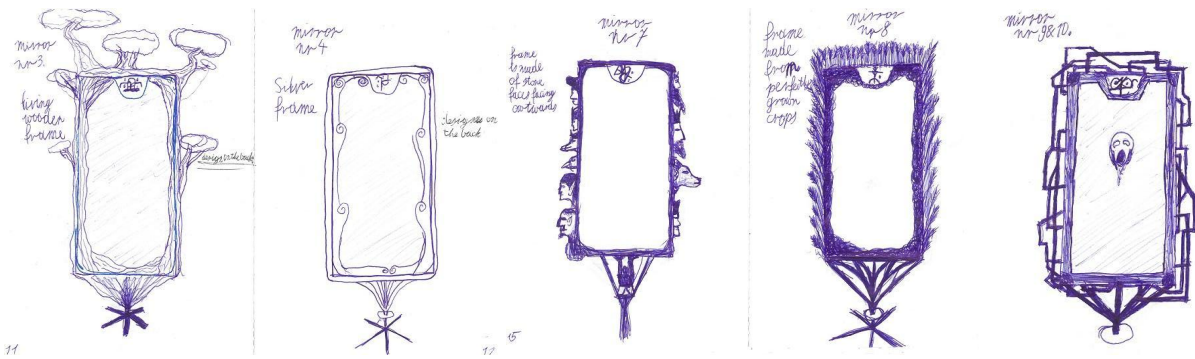

(above: on the left - puzzle layout and basic hints, on the right: battlemap for the puzzle)

3.2.3.2. Puzzle 2

In the second puzzle players must align 10 out of 12 custom-drawn mirrors in the correct order based on a poem which can be pieced together by reading the inscriptions on each mirror and arranging them in a logical order.
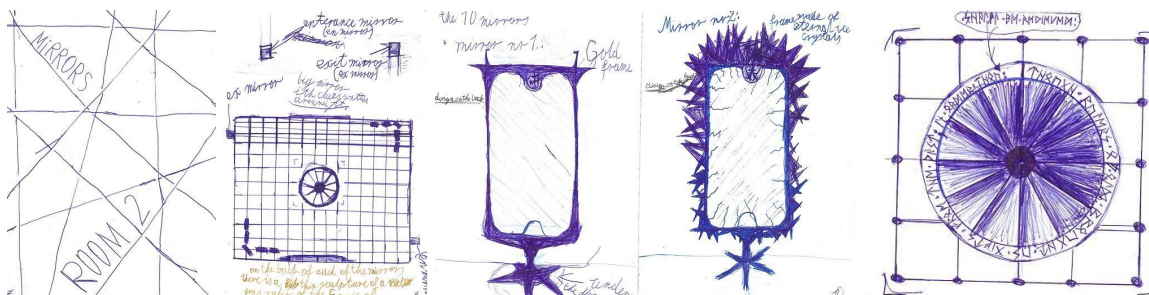
(above: old scans of 7 out of 12 mirrors, the room layout and title page of the puzzle)

3.2.4. Maps

For maps I was focusing on three things: the detail on each one of the maps, the value and meaning behind each location and the scale. I was able to make 7 battle-maps, 2 regional maps and most importantly, my world map.

I spent over 160 hours, or how i counted it, 3 days while working 8 hours a day, 24 days while working 4 hours a day and 20 days while working 2 hours a day making the world map alone.
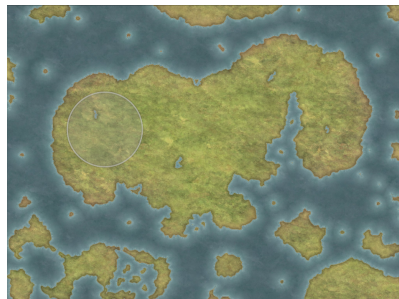
The whole process of making the world map can be split into five different stages, namely:

(Above: World map at stages 1, 3)(Below: World map complete)

- Continent layout - Where are the continents and islands and why is it in such a way,

- Geographical landmarks - Where are the geographical obstacles, why are they there, what makes it so unique and how can I use it later in the campaign.

- Civilization - Where are settlements, to whom do they belong to, are there countries and if yes then where are they and what are they called, are there uncharted territories, where are the most important locations, why and how is everything like it is now and how was it before.

- Variety - What are the biomes in this world, where are they, what fantasy races live across this world, where do they live, what cultures exist in this world, are any of them similar to the ones from our world, which ones, what area do they occupy and why?

● Details & rescaling - Just adding detail to make it look better and for possible future plans.

3.2.5. Story (chapters)

For the story, I tried to rely on bullet point ideas written in no specific order, since they allow for greater flexibility which is quite important if we consider that the players can go "off-script" at any time, which would force me to scrap most of what I've prepared. What I have prepared is the general story for the first chapter with a few possible routes for the players namely. Ignorance - the players rush through the mountains wasting as little time as possible while making accidental enemies. Slow and steady - the players take time to rest, talk with the NPC's and go on "side-quests" while earning the trust and respect of the village. But what if we… - the players decide to go to one of a few extra locations I made,totally forgetting about the main quest.

3.2.6. NPCs

During the creation of the campaign i tasked myself and completed the task of making five NPCs three of which would be in the first chapter

NPC's name:	Description:	Portrait:
Vaqnar Gureson	A slightly eccentric, usually calm and friendly 62 year old, currently appointed as village chief, is also a very powerful magician and a skilled fighter. Despite his old age and frail looks he is still the most powerful person in the village. Everybody who knows him respects him. Currently replaced at the village by a "doppelganger" (monster) whom he trusts, while he is single-handedly holding back the monsters from getting to the tower (the dungeon) on the glass lake. Though Sekrin Eirikrson and Gweneth Eirikrson are his grandchildren he acts as their father-figure since their parents were killed in front of him.	
Sekrin Eirikrson	A very sociable, extroverted, brave but sometimes stupid 12 year old who has been trained in basic combat, oftenly gets into fights with boys his age, while intelligent he often forgets to think about the consequences of his actions. He is Vaqnar Gureson's grandson and Gweneth Eirikrson's younger brother. His dream is to be an adventurer and one day be like the hero's from the legends of old.	

Gweneth Eirikrson	Mostly introverted, nature loving, caring towards everyone but her younger brother, overworked, slightly rebellious and book-loving 17 year old who works as the druid/herbalist for the village. Has her own house at the far side of the valley the village is located in. She possesses a lot of knowledge and is very skilled at healing everyone but herself. Her and her brother's parents were killed by monsters while they were guarding the tower on the glass lake and the passage from it to the village, from a huge wave of monsters.	
Elene Highthorn	She appears to be and presents herself to be a 23 year old prodigy from the lost kingdom who elevated herself to the "high seat" position in the Mages guild and goes by the name of Elizabeth Herzana, while in reality she is one of the veterans of the "Holy war against chaos" that happened 1250 years ago after which she co-created "The first Legion" with other veterans from the war (she has been the leader for the last 500 years), for all the time their mission was to protect Aunletuin (the main continent) from external threats. Since the founding of the "First Legion" both her and most of her subordinates have been slowly corrupted. In terms of statistics she is a level 18 witch/wizard, level 4 artificer and a level 5 warrior. She is meant to be the main Villain for the campaign.	
Bennett (Ben) V. Lerie	One of the three Leaders of the adventurer's guild responsible for the guild's relations between the adventurer's guild and other organizations, countries and religious orders. he is also known throughout the northern part of the joined Torkin kingdom as "The bear of order", he got this nickname from his ability to turn into a bear at will and from how hard it is to win against him in the courtroom. By many he is considered to be the Judge Jury and executioner of the Adventurer's guild. While he can be ruthless, he usually tries to solve things peacefully and is almost always calm.	

3.2.7. Players, sessions, player satisfaction and combat

As for playing the campaign I was able to find 5 players, three of which were from my school. I was also able to host 2 sessions which according to the feedback I got from them, the sessions were great but my descriptions weren't detailed enough. During the second and third sessions the players had their first two combat encounters which were good and the improvement from the first to the second one but it was evident that the players weren't accustomed to their characters and combat yet due to their inexperience and lack of understanding towards the rules of D&D.

(above: 4 pictures taken during sessions 1, 2 and 3)

3.2.8. Safepoints

I prepared six safepoints which are shown on the map below, they are as follows: the shipwreck, the abandoned mine "hammer", the outpost "Crow's peak", the mountain village "Ghontalir", The Ravine, the glass lake "valley of trapped souls" and the city "Mountedge" currently the players are resting at the third safepoint.

(Above: regional map of the Lower Crown Mountains - chapter 1)

4.1. What I learned during this project

While working on this project I learned a few new skills and improved more on some that I already had. I was able to achieve my learning goal and my product goal which I honestly doubted many times. I knew it wouldn't go as I had planned from the beginning but I was actually surprised at how I was mostly able to stick to the plan. Something I regret quite a lot about this project is not managing my time well enough and doing everything sporadically. There were many occasions where I procrastinated on my project and it resulted in a couple of very stressful days. I knew this was a problem even before I started the project. Not to make the same mistakes I would make the plan and product goal more achievable by focusing on doing one thing at a time.

I think that the time I spent actually playing D&D probably gave the most useful takeaways from this project because it taught me and the players improvisation. While playing I learned a few tricks that could help me next time I'm making a D&D campaign. Testing some parts of the campaign with your friends before you actually play it would've been a great way of getting feedback before the campaign is actually played which would allow me to make positive changes to the campaign Simplifying instructions and rules for D&D would've been great for less experienced or new players to get them comfortable with the system earlier, which would lead to higher quality gameplay and inturn to higher satisfaction. Finding a lot of potential players would've helped me to find people who would have more time or that would be more dedicated which would be great, because it is very hard when every session only half of the players are present. All those are things that would influence the campaign in a very positive way and I wish that I had figured it out during the planning stage, because it would make my work a lot easier and more enjoyable. I enjoyed the process a lot and it feels great to actually accomplish something, but this project will hopefully continue even after I send the report.

I wish I could say that my overall approach to learning has changed, but it hasn't. I have never been a good listener and observer but I believe that even without those skills I am still able to learn new things. Even though in my project, I learned most of my skills and techniques like map making, information compression and selection, storytelling, puzzle creation, attention to detail and balancing by myself. The ones I learned by playing with others like improvisation and roleplay are the ones I value the most.

4.2. My Product

My product is a D&D campaign set in a fictional world, complete with its own maps, five NPCs, history, a currently two-floored dungeon, two puzzles, one chapter, five active players and close to unlimited potential. While I did plan to do more, I am more than satisfied with how it turned out. Actually,I expected it to be worse so I view it as more of a pleasant surprise. To sum up, I started with almost nothing and ended up with a working and entertaining D&D campaign which is all more than enough for me.

4.3. Impact

Something I haven't talked about yet is the impact my project had on others. The reason for that is that while this project required a lot of work to make, its impact is limited to the people who play it and the only certain end goal is entertainment. In retrospect I should have focused on the creating

or at least planning a larger and more apparent impact during the first few months of the process. It would have been simple as adding a short plot or conversation about slavery or other issues of medieval or modern society to the campaign. Sadly I simply forgot about it, so the only impact of this project is on me, and even I'm unsure what it is.

4.4. Evaluating Success Criteria

4.4.1. Battle-maps
In terms of Battle-maps I met my past selves expectations by making 9 of them, they weren't particularly hard to make, the main problem I noticed with the battlemaps and their creation was the fact that it was quite time consuming and would've been rendered useless if the players simply decided not to go there. The more research I did, the more confident I became in my skills. Now I'm pretty sure that I can make a detailed map in 1 hour, make a fully fleshed out character in less than 2 hours, come up with detailed descriptions of both environment and actions on the spot as well as create puzzles without spending hours trying to figure out what's balanced or not. It might not seem like something that should be a challenge but for me it was before I did this project.

4.4.2. Regional maps
For regional maps made I barely met my expectations because I was able to make 2 regional maps which I also marked as the minimum I needed to make to meet my success criteria. Similarly to the battle maps they weren't really hard to make, but their creation was quite time consuming. In contrast to the battlemaps they can be reused and represent a wide area. During the most recent session the players acquired a map of the region which I hope will help them on their quest.

4.4.3. World map
For the world map I almost exceeded my own expectations but due the lack of a map legend on it, it only meets them. Just as other maps it wasn't actually hard to make it, but it was time consuming to the point where I was worried that it would take 180+ hours.

4.4.4. Non-Playable Characters
For the NPCs I've barely met my expectations because I was able to make five NPCs which I also marked as the minimum I needed to make to meet my expectations. I was able to find tools like PortraitWorks that made it easier for me, it was both time consuming and hard to make.

4.4.5. Dungeon Layout
For the dungeon layout I was able to plan out one floor and the entrance to it which isn't enough to meet my past self's expectations. I underestimated how much time and attention it would take, but at least I was able to identify what went wrong and I am currently focusing on correcting it.

4.4.6. Puzzles
For the puzzles I was able to make two elaborate puzzles, which is enough to meet my past self's expectations. Here I had a big problem with overthinking every single aspect of the puzzles including but not limited to design, complexity and required knowledge.

4.4.7. Homebrew Items and Spells
As for the homebrew items and spells I was able to create 3 distinct items. Even though I exceeded my past self's expectations, I think that I could have definitely done more than I have done if I just spent more time on it.

4.4.8. Writing the story (chapters)

In the aspect of writing the story I've failed to meet my past self's expectations because I have only written one out of the two chapters that my past self expected me to create. I never got around to writing the second chapter due to my bad time management.

4.4.9. Amount of people interested and/or players

As mentioned earlier I was able to find 6 players, one of whom quit. Which I need to say surprised me a lot because I expected at most 4 people at the beginning of this project. I have met my expectations, nonetheless I am still looking for new players to add to the table.

4.4.10. D&D sessions

Till now I have conducted four sessions which is what I had hoped for and expected. This is the first time one of my campaigns lasted for longer than two sessions and I see it as an absolute win. The only thing I should've done is started sooner.

4.4.11. Safepoints

The players have reached the third safepoint and are currently stationed there. This outcome is more than I hoped for and way more than what I've expected, thus I would say that it exceeds my expectations.

4.4.12. Combat encounters

The players had three combat encounters until now which is also marked as what I needed to make to meet my expectations. They were quite hard to make but I think I am slowly getting used to making them.

4.4.13. Player's opinion

According to the players (I asked after the session), the campaign is great and the only thing I need to work on is the detail of the environment descriptions. I hoped it would look like that, so it does meet my expectations.

4.4.14. Learning goal

For the learning goal, I believe that I met my expectations. I did learn how to make maps and create immersive stories, while at the same time I improved upon my writing, self-management and social skills. But I doubt anyone would call myself an expert in any of those.

4.5. Summary

I have fallen below my past selves expectations two times, met my past selves expectations ten times and exceeded them two times. After evaluating each criteria and revising all the numbers I would conclude that while I did fall short in some places, I exceeded in others, but overall I would say that the project was a success. What is more important to me than the success of my project, is me actually learning something from the experience. Before I started this project I predicted that I would have major issues with time-management and self-management and it turned out those predictions were true. Thankfully as the project went on my time-management and self-management got slowly better. While I'm still not as confident in those skills as I would like to be, I have seen major improvement with my time-management and self-management skills.