

Archived changes

Meeting 18 Updates

Consistent fae pages

System

Points use. Merits and flaws

skills and spells

Downtime Changes

Actions instead of weeks

Change order of 4 weeks - ② will be doing, one box - ① what I did

③ Downtime skills at start with actions

④ Separate influence and resources/wealth

Checkbox list of things to do with influence/resources(wealth) minigames. Some actions may need clarification - extra text box.

⑤ Goals for next game

Warning on form - If your actions involve other players, and those players have not let the GMs know, the action will fail.

Help link for minigame skills should show levels and examples

Meeting 14 Updates

- Downtime reports (and actions?) to include Influence and Resources minigames
 - Should the status of these be shown on character sheets as well?
 - 4 Downtime actions per session
- Fae Type powers have changed (will be fixed when I get a list, or if they're put on this wiki)
- Skills, spells, merits and flaws have changed (will be fixed when I get a list, or if they're put on this wiki)
- Change mummy image to less stereotypical (probably an egyptian female)
 - At some point in the future, art may be commissioned - should there be an interface to change these images more easily?

General priorities

Priority 1-

(a) Get character sheet up and running so characters can be entered

1. Now entering what we have of the pregen characters. Their "player" is the administrator (if looking them up)

Priority 2-

(b) Get other management parts working

1. Mostly working, except for stats

Priority 3-

(c) Make the program nice

Problems

(A)

~~JavaScript currently not working for branches (or validation of a character). I need something similar to branches for min/max of race stats as they are based on the age of the character (6 levels of age) Was a fiddly multidimensional array problem in javascript.~~

~~Not quite sure how "costs" works out in relation to skills Kinda know now~~

~~No data yet entered on skills, merits and flaws Now entered~~

~~No mechanic yet for spells (no tables or way to choose them) The skill table has been changed to include spells, merits and flaws. Possibly should include items as well. I'll redo this table to make it expandable instead of showing everything.~~

~~Some SQL problems with saving characters (not yet sure what those are) turns out there is a command called "force" in SQL which as we have a stat for it, was causing problems. So in the database this is now changed to frce so as not to cause errors~~

~~Character sheet not yet working~~

~~Need to include fae type and the powers inherent with race and fae types.~~

~~Various of the Admin type pages (stats and so on) aren't yet working. Not yet sure if it's because I restructured some tables, or just that they don't contain data yet.~~

(B)

~~Unused tables need clearing up. Data from older systems needs to be replaced (currently a placeholder so I can see what it does)~~

(C)

~~Needs to be modular - stats and characteristics should be in the database, not in the PHP. Type of stat needs to be added (ie for branches the fact that it is modified by the hierarchy)~~

~~Needs a mass edit/setup interface - for entering lots of data all at once when first setting it up~~

~~Needs a backup utility to export the database (and probably an import utility to change systems)~~

~~SQL parsing code needs fixing as there's no magic quotes queries are now parsed through a function in the include~~

Current Progress

Stylesheets, headers and footers and all pages currently linked that were being used in Mainspring

I've put the lists of links on the msmembers.php page into a general navigation column on the left of every page.

Currently its using the same stylesheet as the mediawiki with just some additions for tables

Characteristics, Ages, Levels, Hierarchy, Branches and Countries are inputted but probably need expanding - Country is not an important stat as it was in Mainspring.







Stats now working on character form - will check min/max based on race and age and calculate Quintessence and totals

Skills, Spells, Merits and Flaws and now working

Also - added an index.php page which was lacking, so that blind directory calls will redirect to the msmembers.php page.

Another also - gradually fixing the HTML to make it W3C compliant - lots of closing tags and change tags from deprecated to current ones. At this stage, things are not looking good for the winning a prize in accessibility.
 "tags" / name tags or badges currently show correct background and hierarchy images.
 Changed all page and table names to generic names.
 Character form now has an expandable set of tables for Skills, Spells, Merits, Flaws and Items.
 Character form now has race and fae type powers, disads and help files displaying
 Name Tags display distinctive features on the front, and the help files now include "Warning: Noticable by Humans" in the description of those merits and flaws that are likely to mean a fae cannot leave the court.
 Added a hierarchy column to the character list, so you can group characters by court/faction
 Character sheet is now pretty when viewing on screen. But it is quite utilitarian when printed (should this be fixed? What are everyone's feelings on decorative character sheets?)
 Added a fae type portrait to the character sheet. This could be replaced with a character image. Images are just from google searches.
 Now possible to deleted skills etc on the character sheet.
 Archetype powers updated from Meeting 12 discussion.

Name Tag format for the first session:



<p>COURT OF STONE </p> <p>Big Brother Ebenezer Morcott</p> <p>HP: (4) = [1] [2] [3] [4] FP: [1] [2] of (2)</p>	<p>COURT OF ROSES </p> <p>Supplicant Felix Scott</p> <p>HP: (4) = [1] [2] [3] [4] FP: [1] [2] of (2)</p>
<p>COURT OF ROSES </p> <p>Lord Marshall Igraine Dray</p> <p>HP: (4) = [1] [2] [3] [4] FP: [1] [2] of (2)</p>	<p>UNDERFAE </p> <p>Jack</p> <p>HP: (15) = [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] FP: [1] [2] of (2)</p>
<p>COURT OF STONE </p> <p>Big Sister Jamila Maydestone</p> <p>HP: (4) = [1] [2] [3] [4] FP: [1] [2] of (2)</p>	<p>COURT OF STONE </p> <p>Mother Jemma Smith</p> <p>HP: (4) = [1] [2] [3] [4] FP: [1] [2] of (2)</p>

Note - when printed there is no white background on the text.

Skills, Merits, Flaws and Spells now updated to match the latest wiki pages. Where costs are blank in merits and flaws a default value of 10/-10 was used.
 Influence and Resources now cost 10 points per level.
 Costs are now one for one (was previously 1 point bought 10 percentage points).
 Images and stats for fae types of Redcap, Pixiu and Cuckoo have been added.
 Fae type costs have now been integrated with costs for stats
 Fae type costs moved separately from stat costs - still need to work out how best to summarise the costs of the various parts of the character sheet so it's easily read. Might get rid of the XP/XP spent field until we decide on that later.

- Changed the attribute ranges for archetypes to the new formula (/10 nothing below 0). Health Levels are now the same as Quintessence
- The downtime report now warns about actions that effect players.
- The LARP manager costs should now be fully functional.

It looks like this-

Character Points	Total	Stats	Fae Type	Skills	Spells	Merits	Flaws	XP
	25	= 15	+ 8	+ 0	+ 5	+ 	 -8	- 10
Maximum	60	15				6	-6	
			45					

Note: only calculated when you SAVE

If anyone puts in things that cost less than it should, it highlights yellow (most noticable when attributes are below minimum. And if the number exceeds the maximum it highlights red.

- Destiny Points added to new characters automatically
- You can now add/remove/modify the Fae Types (except for their images)
- Character sheets actually list your archetype and fae type powers and disadvantages now (didn't for session 2) - but I'm not sure if we want to include descriptions of what these powers and disadvantages mean, because defining it confined its use in session.
- Skills, Spells, Merits and Flaws pages on the public wiki now draw their information from the LARP Manager. The extension to the public wiki that does this currently only works for this table and has specific formatting to show the data this way (including the use of unicode to display fractions). I'll modify this extension to also draw the Archetype Age tables out for displaying on the Fae Type pages, so they'll automatically update if we make changes to the Fae Types or add new ones.
- You can now add/remove/modify traits which include Skills, Spells, Merits, Flaws and Item.
- You can now fill in downtimes for unapproved characters.
- Fixed a bug where "Plot" involvement level couldn't be changed.
- Added a "Downtime Skill List" page to the GM menu in the left sidebar - this brings up a summary list of all characters and their downtime skills.
- Working on a way to implement what I'd like to call "Packages". A small set of traits (usually skills) that has no character point cost. These packages are assigned to particular positions in Court and come with the job, not costing the character any creation points at all. For example anyone in the position of Matriarch/Patriarch gets the skills of Influence (Industry) 5, Influence (Legal) 6, Influence (Organised Crime) 7 and Influence (Street) 6, see [Influence ownership](#) for the full list. This will likely mean a separate maintenance page similar to what we have for characters, just to modify the packages and assign them to particular characters.
- Changed "Description" to "Public Information" - removed race field being listed on the people page
- Packages are now working. You can assign/unassign specific packages to any character of the hierarchy the package belongs to - except for those packages that are generic to a hierarchy (ie the Court of Stone package that gives wealth 1 and fae lore 1 is automatically given to anyone who lists themselves as belonging to the Court of Stone). I'll add all relevant packages to their characters
- Added hidable help boxes to the downtime and downtime response pages
- Downtime responses are now broken down into 4 responses, one for each action, a general comment, and a response if they've used minigame skills
- Downtimes now include a generic text box for the use of minigame skills
- [Downtime Generic Responses](#) can now be added to any response. There is one generic response per event/session.
- Character lists on the character page now show progress of character creation and summarise stats
- Character sheets now show last update and printing times
- Archetypes and Fae Types now have descriptions for their powers and disadvantages.
- Characters no longer display max attribute limits, or check for exceeding the maximum
- Character sheet overhaul (Let me know if you come across any quirks. Also note - some fields are hidden in the print view, that you can see normally on a character sheet. To see the print view choose "print preview". Also note- these character sheets have been optimised for Firefox. Use any other browser at your own risk.)
 - Changes to character sheets-
 - a. Branch changed to Office
 - b. Country removed
 - c. Attributes no longer print (not relevant to a session)
 - d. Archetype powers show descriptions
 - e. Fae Type powers show descriptions
 - f. Unspent XP doesn't print
 - g. Health Level spelt out (and drama points put on new line)
 - h. Goals and backstory moved to 2nd page
 - i. Traits moved to 3rd page (unless backstory is multiple pages)
 - j. Traits split into five groups - Flaws, Merits, Skills, Spells and Office Perks
 - k. Traits no longer show attribute as that's not relevant to a session
 - l. Traits show descriptions unless they're skills
 - m. Traits have no borders and are now in two columns
 - n. Character name and player name on the back page have been moved the farthest right I can manage, and removed the border on that page as well for easy layering of sheets