

The Written Agora



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Add

climbed

couldn't

exactly

girl

it's

kevin

opened

pendant

piece

window

Storytelling by

Chapter 1:

“OPEN UP! THIS IS THE POLICE!”

“I’ll be there in a second!” yelled Kevin as he frantically stuffed everything on the counter into a drawer.

When Kevin opened the door he tried to keep a calm and cool demeanor, but he couldn’t help but fear the worst. In his most respectful voice Kevin asked, “You aren’t the police? What do you want?”

One of the guys responded by asking, “We came to get back what belongs to us!”

Once Kevin heard the words come out of the guy’s mouth, he was in disbelief. He didn’t know what they could possibly be talking about.

In a state of panic Kevin slammed the door shut and ran towards the kitchen where the window led to the fire escape. As he climbed through the window the two guys

Attachments

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[Storytelling Chapter...](#)

Chapter 2

[Chapter 3 Modular St...](#)

busted down the door and came after him. So Kevin slid down the fire escape and ran from the two imposters. Kevin ran across the street and into an alley behind a gas station.

Panting, Kevin ran down the unfamiliar alleyway, hoping there would be an exit ahead.

Chapter 2:

Panting, Kevin ran down the unfamiliar alley way hoping there would be an exit ahead. There was so much going through his head right now but he had no time to think about it. It was too dark to see so Kevin had to rely on his hearing. The narrow alley way amplified the sound of everything and Kevin could hear the loud footsteps of the men chasing him growing nearer. Suddenly, he felt a cold, strong hand on his shoulder that knocked him to the ground. The rocky ground cut into his knees and arms. Kevin got up immediately and tried to locate his attackers. Luckily, Kevin had been taking karate lessons since he was ten years old and knew a thing or two about self-defense. Kevin's attackers converged on him and he unleashed two powerful punches and kicks sending the men to the ground. Kevin took off running faster than he had in his entire life. After about 30 minutes, Kevin was sure he was clear of his attackers and began walking and trying to make sense of everything that had happened that night. Why were those men chasing him and pretending to be cops? What did they want? Suddenly, he noticed something that might help to answer those questions. He could hear a faint jingle coming from his back pocket as he walked. He reached in and pulled out a small pendant of which he had never seen before. The pendant wasn't particularly remarkable, but something drew his eye to it... Something he couldn't quite put into words.

Chapter 3:

The pendant wasn't particularly remarkable, but something drew his eye to it... something he couldn't quite put into words.

Kevin couldn't contain his curiosity.

He had to know what made this pendant stand out from the others.

Kevin sat deep in thought when suddenly the pendant began to vibrate and click.

The noise grew louder and louder until people in the street were staring at him.

And then suddenly the pendant popped open. Inside was a small note.

The note was weathered and torn. The aged, scribbled words mentioned a second piece that was necessary to complete the pendant.

Kevin grabbed his phone and searched for the nearest antique jewelry shop.

He sprinted to the shop and explained how he came across this pendant.

“It doesn’t respond like that for everybody,” the green-eyed girl said. “You’re the first person it has activated for in over 25 years.”

Chapter 4:

“It doesn’t respond like that for everybody,” the green eyed girl said. “You’re the first person it has activated for in over 25 years.”

“What do you mean it doesn’t normally react this way?” asked Kevin. “What does it usually do?”

“Well, quite honestly, it has never done anything since it was last opened 25 years ago. For most people it's just a normal pendant, but for you...well, it opened.”

"And that means what exactly?"

"Legend has it that this pendant gives great power to the one who joins both pieces. You only have the outer shell. There is another piece out there somewhere that must be found to complete the pendant and release it's power once again. And I'm sorry, but you and I, we have to find it! I heard about this legend the first day I started working here at the shop and it's been a dream of mine to see this mighty pendant."

"Oh, well...okay I guess we will search for the other piece then. Any idea where it might be?" asked Kevin.

"Actually, I know exactly where it is," said the green eyed girl.

"You do?" asked Kevin.

"Yeah, you know how I told you it's my dream to see this pendant?"

"Uh huh."

"Well, all 6 years I've been here at the jewelry store I have been tracking and locating the inside piece of the pendant. And last year I had a breakthrough and to this day I know exactly where the inside is."

"If you've been tracking the inside for so long, then why didn't you ever look for the outer shell?" Keven asked.

"I did. But there was no way of tracking it after it was stolen from a shipping container on it's way over from England in 1874."

"Well, I guess we better go find the other piece and see what this bad boy can do, huh?"

"I was hoping you would say that!" exclaimed the green eyed girl. "Follow me."

"Okay, this is the place," whispered the green eyed girl. Now all we have to do is sneak our way in. Oh and there are 13 guards patrolling around the complex. Are you ready, Kevin?!"

"This is illegal... and insane!" he exclaimed.

Chapter 5:

"This is illegal... and insane!" he exclaimed.

Kevin, with adrenaline coursing through him, gathered up his courage and got onto the newly-stolen motorcycle with the girl. Speeding down the dimly-lit complex toward the control building where the inner pendant was being kept. Once they arrived at the building, the two climbed off the motorcycle. The green-eyed girl walked up to the nearest window and opened it and popped the screen out. Kevin, recognizing his cue, climbed in through the window and turned to put the screen back into place, but before he secured it, he noticed some movement over the girl's shoulder. Three guards came barreling around the corner and were headed straight for the girl.

The girl sped around the corner again and the men began to follow, obviously unaware of Kevin's position. Then, Kevin remembered the pendant and began to panic. Hanging around his neck and tucked firmly under the collar of his shirt, he could still see the pendant beaming through. *What if one of them happened to look over?* He thought wildly. They were almost gone until the last man of the pack turned around and his eyes were pulled to the glow of the pendant, apparently just bright enough to arise suspicion.

Kevin's heart raced. No longer safe in his hiding spot as the man ran towards him, Kevin took off around the house and quickly climbed up the branches of an old tree, hoisting himself through a broken window on the second floor, cutting himself on the sharp glass. Peeking over the windowsill, he realized his hideout was not high enough to escape ear- and eye-shot of the huge figure scanning the shadows just outside the window.

Kevin was holding his breath to hide his position... but the pendant was flashing in rainbow of colors, and nothing he could do could hide it. Surely it would give away his position.

Citations Add 

There are no citations

Discussion Create New  Refresh 




[Choosing Chapters \(8 comments\) --](#)

Hey there everyone, the instructions said to use the discussion tool to figure out who is going to write which chapter. So comment here about your preference in Story topics. If think you don't care you probably do, so make something up...or you know, be lame and just say you don't care I guess. ;)

I personally would prefer to have topic 1 or 3.

Edited by _____ *at 01:34:47 PM 09/22/2015*

Edited by _____ *at 01:34:56 PM 09/22/2015*

Posted: 1:25:00 PM 09/22/2015 Edit  Delete  Reply 


[Choosing Chapters \(1 comment\) --](#)

I thought that topic 1 sounded the most intriguing, but topic 3 was somewhat interesting too.

Posted: 2:35:59 PM 09/22/2015 Edit  Delete  Reply 




[Choosing Chapters \(2 comments\) --](#)

Are we writing story topic 5 since we are group 5?

Posted: 8:27:49 AM 09/23/2015 Edit  Delete  Reply 




[Choosing Chapters \(1 comment\) --](#)

I believe every group is writing a story (topics 1-5) and each member of the group writes a different topic.

Posted: 8:30:14 AM 09/23/2015 Edit  Delete  Reply 

[Choosing Chapters \(2 comments\) --](#)




Sorry I meant series 5 about the mars trip. Is that the story with the points we are writing?

Posted: 8:31:35 AM 09/23/2015 Edit  Delete  Reply 

Choosing Chapters (1 comment) --




Oh....I'm not sure. I talked with Liz after class and she said that our whole group writes one of the series and then each member of the group writes a chapter. For example I might do chapter 1, which would mean start with point 1 and finish with point 2. Then, you might write chapter2 (point 2 to point 3), etc.

As far as if we write about series 5 I will email her quick and let you guys know what she says as soon as I know.

Posted: 10:05:27 AM 09/23/2015 Edit  Delete  Reply 


Choosing Chapters (2 comments) --

Ok everyone, so here is how this works. As a group we decide which series we want to write from. It is ok if multiple groups do the same series. After we decide the series we choose which points we want to write between. Since we have 5 people in our group we will only use points 1-6. So, let's figure out which series we want to do first. Then we can start commenting which points we want.

Posted: 10:21:14 AM 09/23/2015 Edit  Delete  Reply 


Choosing Chapters (1 comment) --

My vote is for series 1 or 3

Posted: 10:21:56 AM 09/23/2015 Edit  Delete  Reply 

Chapters (6 comments) --

I'll take 2. So am I just writing my own separate chapter right now or do I have to make it connect to another starting point of someone else's chapter?

Posted: 9:47:26 PM 09/23/2015 Edit  Delete  Reply 

Chapters (1 comment) --




I like series 1 and 3 also.

Posted: 9:49:50 PM 09/23/2015 Edit  Delete  Reply 

Chapters (4 comments) --




Ok, so right now we aren't worried about picking our chapters. First we need to decide which story we are going to write. If you look on section 2 of the

Modular Storytelling instructions you will see the 5 SERIES, Those are the stories we have to choose from. So, which of those series do you like?

Posted: 10:29:43 AM 09/24/2015 Edit  Delete  Reply 




[Chapters \(2 comments\) --](#)

I vote story series 1 or 3

Posted: 4:37:33 PM 09/24/2015 Edit  Delete  Reply 




[Chapters \(1 comment\) --](#)

1

Posted: 5:05:32 PM 09/24/2015 Edit  Delete  Reply 


[Chapters \(1 comment\) --](#)

Alright cool, 3 votes for series 1, 2 votes for series 3. I say unless someone else comments a vote by tomorrow (Friday) at noon then we just go with series 1.

Posted: 8:07:08 PM 09/24/2015 Edit  Delete  Reply 

[Series 1 \(3 comments\) --](#)

Ok, so it is noon and there were no more responses so we are going with series 1. Next thing to decide is who writes which chapter. Do we have 4 or 5 people in our group?

Posted: 12:03:45 PM 09/25/2015 Edit  Delete  Reply 

[Series 1 \(2 comments\) --](#)

I think 5 cuz joined our group. so far I think only three of us have been checking this wiki tho. I'm down to write whatever chapter so just assign me one. we gotta start moving on this so maybe just assign everyone a chapter they are short so if someone doesn't like theirs it'll still be ok

Posted: 3:33:09 PM 09/25/2015 Edit  Delete  Reply 




[Series 1 \(1 comment\) --](#)

I'll volunteer to write Chapter 1.

Posted: 4:05:59 PM 09/26/2015 Edit  Delete  Reply 




[Choosing Chapters \(5 comments\) --](#)

I set up the page so that all you need to do is put your name next to the chapter that you want, and then upload your chapter, after 5 on Sunday, underneath the chapter you selected.

Posted: 4:26:25 PM 09/26/2015 Edit  Delete  Reply 




[Choosing Chapters \(3 comments\) --](#)

why after 5?

Posted: 11:33:42 AM 09/27/2015 Edit  Delete  Reply 




[Choosing Chapters \(1 comment\) --](#)

I'll take chapter 2

Posted: 11:42:13 AM 09/27/2015 Edit  Delete  Reply 



[Choosing Chapters \(1 comment\) --](#)

If you upload it too soon we get points taken off. So you have to upload it between 5 and midnight

Posted: 2:48:21 PM 09/27/2015 Edit  Delete  Reply 

[Choosing Chapters \(1 comment\) --](#)

I just put mine up. I think I put it up the right way as far as how to upload it. Would you guys agree or is there a different way we are supposed to upload it?

Posted: 5:13:07 PM 09/27/2015 Edit  Delete  Reply 

[Group Members \(1 comment\) --](#)




Who is the other person in our group?

Posted: 4:06:16 PM 09/27/2015 Edit  Delete  Reply 

[New idea for using the wiki \(3 comments\) --](#)




Hey guys, I just had what I think is a brilliant idea how to better use our time on the wiki. I say when we need to discuss something that we set a time for all of us to get on and then we can get answers a lot quicker. And if someone doesn't get on when we specify then their voice doesn't count for that discussion.

What do you guys think?

Posted: 4:54:59 PM 09/27/2015 Edit  Delete  Reply 




[New idea for using the wiki \(1 comment\) --](#)

Sounds great and way more efficient!

Posted: 5:01:58 PM 09/27/2015 Edit  Delete  Reply 

[New idea for using the wiki \(1 comment\) --](#)



Sounds good to me.

Posted: 10:21:28 AM 09/28/2015 Edit  Delete  Reply 

[Anchor chapter \(4 comments\) --](#)

Hey guys, read through the whole story and decide which chapter you think we should use as the anchor.

And how does 8pm tonight sound for everyone to get on and discuss it for a little while?

Posted: 2:41:23 PM 09/28/2015 Edit  Delete  Reply 

[Anchor chapter \(1 comment\) --](#)

That will work for me.

Posted: 3:12:17 PM 09/28/2015 Edit  Delete  Reply 

[Anchor chapter \(2 comments\) --](#)

Agreed. Where are we meeting then? And I would suggest we exchange phone numbers or something because this written agora site isn't exactly something I check frequently enough for it to be an efficient way of discussion or reminders.

Posted: 3:14:39 PM 09/28/2015 Edit  Delete  Reply 




[Anchor chapter \(1 comment\) --](#)

We are meeting on this website. In order for us to get credit we must use this website for communication.

Posted: 5:29:49 PM 09/28/2015 Edit  Delete  Reply 




[8 PM "meeting" Zone-In Chapter \(5 comments\) --](#)

Hey Guys! I know I am pretty early on this, but my vote is to zone in on chapter 2. It actually already flows fairly well with the first chapter and it has a good basis that the other chapters can be translated into. :) Something fairly easy to imagine, and it has some good points that can be developed in later chapters. Good job guys!!! I'm excited. :)

Posted: 7:23:13 PM 09/28/2015 Edit  Delete  Reply 




[8 PM "meeting" Zone-In Chapter \(4 comments\) --](#)

What if we do our "zoning" online, but later this week we still meet up in person and actually collaborate in how we align the chapters? We can catalogue what happens in our group meeting on the discussion board still, but it would be much more efficient and cohesive if we were all in the same place to hash it out together.

Posted: 7:28:49 PM 09/28/2015 Edit  Delete  Reply 

[8 PM "meeting" Zone-In Chapter \(2 comments\) --](#)

I like the idea of focusing on chapter 2. We would just have to either change chapter 1 to two guys pretending to be cops or change chapter 2 to 2 cops chasing him.

Posted: 8:03:54 PM 09/28/2015 Edit  Delete  Reply 

[8 PM "meeting" Zone-In Chapter \(1 comment\) --](#)

I really like the idea of making them fake cops. It would mean adding a bit more, but it adds depth to the story.

Posted: 8:17:04 PM 09/28/2015 Edit  Delete  Reply 

[8 PM "meeting" Zone-In Chapter \(1 comment\) --](#)




Sorry guys, I totally spaced this off until now. But, I was gonna say I liked chapter 2 as well. It has enough detail to tie into and springboard off of, yet it still leaves room enough for our other chapters to still have character of their own.

I like the idea of meeting up as well because it would be nice to at least exchange phone numbers. That way we can text/call one another to remind each other to get on at a certain time if we say we are going to do something online together. So, when do we want to meet up?

Posted: 9:16:16 PM 09/28/2015 Edit  Delete  Reply 

[Physical Meeting \(8 comments\) --](#)

Hey guys, when do you want to physically meet and exchange numbers and do whatever else we decide to? I can't tonight at all. I'm also busy pretty much all night tomorrow after 5.

Posted: 6:31:48 PM 09/29/2015 Edit  Delete  Reply 

[Physical Meeting \(7 comments\) --](#)

I have class until 4:20 tomorrow but we could do it between then and 5

Posted: 9:09:39 PM 09/29/2015 Edit  Delete  Reply 

[Physical Meeting \(6 comments\) --](#)




And I have class from 4:30 to 5:20. Should we meet tomorrow? (10-1)

Edited by , at 08:45:05 AM 09/30/2015

Posted: 8:38:12 AM 09/30/2015 Edit  Delete  Reply 



[Physical Meeting \(1 comment\) --](#)

Today isn't really going to work for me so I think tomorrow would be better.

Posted: 9:25:57 AM 09/30/2015 Edit  Delete  Reply 




[Physical Meeting \(4 comments\) --](#)

Tomorrow works for me.

Posted: 1:39:51 PM 09/30/2015 Edit  Delete  Reply 




[Physical Meeting \(3 comments\) --](#)

Tomorrow works for me. What time?

Posted: 2:36:50 PM 09/30/2015 Edit  Delete 
Reply 




[Physical Meeting \(2 comments\) --](#)

4:00 sound good? We could meet at the union, 2nd floor by the piano (the one by the window facing north at the top of the stairs).

Posted: 3:12:19 PM 09/30/2015 Edit  Delete 
Reply 

[Physical Meeting \(1 comment\) --](#)




Works for me

Posted: 3:21:23 PM 09/30/2015 Edit  Delete 
Reply 

[Analysis 1 \(7 comments\) --](#)




What was the most difficult part of “debugging” your story? Did entire chapters need to be rewritten? Or could you manage to reconcile between each chapter with each other by making only minor changes?

Edited by : 04:47:03 PM 10/01/2015

Posted: 4:45:12 PM 10/01/2015 Edit  Delete  Reply 

[Analysis 1 \(1 comment\) --](#)

I think that the hardest part of debugging was figuring out how to make all the chapters flow together and have it make sense without changing the whole thing. I feel like we were fairly successful in doing this because only one chapter had to be changed completely.

Posted: 2:17:06 PM 10/02/2015 Edit  Delete  Reply 

[Analysis 1 \(1 comment\) --](#)

Debugging our story was not super difficult, especially because my chapter was voted to stay the same. It had a general plot line and I feel like most of the other chapters written around it only had to be changed slightly.

Posted: 2:45:28 PM 10/02/2015 Edit  Delete  Reply 




[Analysis 1 \(2 comments\) --](#)

The most difficult part of the debugging was finding the main element of the story and tracking how it changed throughout the chapters and then making the main element flow. Most chapters only had minor changes and one chapter needed some larger changes.

Posted: 9:30:25 PM 10/02/2015 Edit  Delete  Reply 




[Analysis 1 \(1 comment\) --](#)

Yeah, it was my chapter that had to be changed a lot. However, I didn't feel like it was really that hard to change it even though I rewrote almost all of it. The reason was because I knew exactly what needed to be written to make it flow and then I simply had fun getting to those major points. So really I feel like I ended up having the most fun with this project because I was able to create my chapter's story twice.

Posted: 9:37:19 PM 10/02/2015 Edit  Delete  Reply 

[Analysis 1 \(1 comment\) --](#)

I think the most difficult part about debugging was trying to figure out a way to make the chapters flow together without rewriting the whole chapter. I think we managed to get the chapters to flow together pretty well by only making minor or minimal changes to the chapters.

Posted: 3:54:27 PM 10/04/2015 Edit  Delete  Reply 

[Analysis 1 \(1 comment\) --](#)

I had a somewhat difficult time because, since mine was the last chapter, I had to change mine for all of the creative liberties that other members of the group took. Even when I began my chapter when I first wrote it, I had to assume what I thought the others were going to write. It was quite a Challenge!

Posted: 7:29:20 PM 10/04/2015 Edit  Delete  Reply 

[Analysis 2 \(7 comments\) --](#)




What would you have changed about your initial story telling process to make the debugging process easier? Would you have made your story more straight forward and logical, or more ridiculous and expansive? Essentially, how would you go about writing the story so that it includes the fewest number of "bugs"?

Posted: 4:46:01 PM 10/01/2015 Edit  Delete  Reply 

[Analysis 2 \(1 comment\) --](#)

I would've done a lot more communication with our group. It would be good to let people know, "Hey, these are the major things happening in my chapter." This would have allowed us to have a lot more consistency in our story.

Another potential option would have been to make each chapter as basic as possible, but that would have made for a pretty boring story.

Posted: 2:19:46 PM 10/02/2015 Edit  Delete  Reply 




[Analysis 2 \(1 comment\) --](#)

A way to have made our story more cohesive from the beginning without much communication between group members would have been to make a very general story line. That way, small details could be added between the chapters to make them flow nicely. If we were able to communicate through a more common medium like texting or email, we also could have discussed a general story line before hand, but that was not really the point of the exercise.

Posted: 2:49:01 PM 10/02/2015 Edit  Delete  Reply 

[Analysis 2 \(2 comments\) --](#)

I would have looked at the various chapter start and end points to get a general idea of where the story was going. It is good to start with a view of the end in mind. The more straight forward and logical chapters were easier to make fit in the story and they could be expanded upon to make the story better. It was very difficult communicating with others in the group about the story because the chatting ability on this website is not the greatest.

Posted: 9:33:44 PM 10/02/2015 Edit  Delete  Reply 

[Analysis 2 \(1 comment\) --](#)




I completely agree that this website does not bode well to communicating. One thing that would make it many times more useful would be to have the site somehow highlight which discussion posts we have not read. Reason being is that if I were to go back and write something in one of the first discussions we had, no one else in the group would ever see that post because they would have no way to know it was there unless they read through all the posts again, which would be a waste of time.

Posted: 9:41:11 PM 10/02/2015 Edit  Delete  Reply 

[Analysis 2 \(1 comment\) --](#)

I think being more general and not getting to crazy or creative would have made the storytelling process and debugging process easier, but it would have also made the stories a lot less entertaining and exciting. I thought I did more straight forward or logical points in my chapter which made it fairly easy to debug, but I also felt like once I got it debugged I could get more

creative with the writing.

Posted: 3:59:10 PM 10/04/2015 Edit  Delete  Reply 

[Analysis 2 \(1 comment\) --](#)

I think, since no one was writing the last few chapters (since we didn't have enough people to do so) it would have been beneficial to set a starting point and an end point and describe a couple of concrete details that we wanted to all include. Instead of pieces needing bridged together, having a common goal being worked towards would have made them all relate a lot better.

Posted: 7:32:43 PM 10/04/2015 Edit  Delete  Reply 

[Reflection 1 \(6 comments\) --](#)

Compare this process to working in a large team on a software project. In what ways are the two processes similar? In what ways are they different?

Posted: 4:46:29 PM 10/01/2015 Edit  Delete  Reply 

[Reflection 1 \(2 comments\) --](#)




I would say the biggest difference would be the amount of time that you could physically get together and talk over the project. In our group we were only in class for 3 hours a week and didn't really have a whole lot of time to talk with our groups at all. Everything we did basically had to be done on the wiki. In an actual job setting with a big team there would be a lot more time to talk in person and collaborate and make sure everyone is on the same page.

At the same time, in our project there wasn't a huge project that we were working on. Even if we had to end up rewriting the whole story it really wouldn't have taken that long. However, a big company working on a software project they would lose a lot of time and not meet their deadline if they didn't work together well and had to start over. In other words, we had a lot more room for error than a huge software project would.

Posted: 2:27:13 PM 10/02/2015 Edit  Delete  Reply 



[Reflection 1 \(1 comment\) --](#)

I do not think this process was all that similar to working on a software project. We had limited communication between group members and the assignment did not require us to put in a large team effort to reach our common goal.

Posted: 2:52:01 PM 10/02/2015 [Edit](#)  [Delete](#)  [Reply](#) 




[Reflection 1 \(1 comment\)](#) --

In a software project the project would be split into smaller parts and delegated to each team member much like the story was split into chapters and delegated to each team member. In a software project there would usually be more limitations and expectations as to what was expected making it easier for each part to come together cohesively whereas this project gave a lot of creative liberty to make the chapters your own. A large team software project would have many meetings to collaborate in person to make sure the project was coming together smoothly and on time whereas our group had to communicate solely on the wiki which was very difficult.

Posted: 9:37:33 PM 10/02/2015 [Edit](#)  [Delete](#)  [Reply](#) 

[Reflection 1 \(1 comment\)](#) --

The two would be similar in the fact that you would write your own sections and then later have to communicate with each other to make changes and get the bugs out. One way it would have been different is in the fact that in the software project the team would probably be using a better form of communication than a discussion board. Discussion boards are nice but they are harder to communicate on because you don't get a notification when someone posts like you do when you get sent an email or text message.

Posted: 4:03:44 PM 10/04/2015 [Edit](#)  [Delete](#)  [Reply](#) 




[Reflection 1 \(1 comment\)](#) --

I don't have any experience being on a large team working on a software project, but I think that, as all teams tend to be, the success of a project really depends on thorough collaboration. In this exercise, we were all given our own separate task, no matter how similar, and our window to complete it. Without setting goals and collaborating, each of the parts were merely separate personal victories. Other "teammates" stories or parts weren't thought of except as a constant reminder of the inevitability of discontinuity. Without knowing what others were working towards, I couldn't base my story on something that would support theirs.

Posted: 7:41:28 PM 10/04/2015 [Edit](#)  [Delete](#)  [Reply](#) 




[Reflection 2 \(5 comments\)](#) --

How would you change the rules of the assignment to guarantee that a minimal number of "bugs" are created? Assume that all chapters must still be written simultaneously.

Posted: 4:46:53 PM 10/01/2015 Edit  Delete  Reply 


[Reflection 2 \(1 comment\) --](#)

The only way I can think of to make the rules different would be to add sub points for each chapter that need to be talked about. This would force the plot to be very scripted and therefore not much creativity in the story would be allowed, but it would make the chapters run together quite a bit better.

Posted: 2:29:42 PM 10/02/2015 Edit  Delete  Reply 

[Reflection 2 \(1 comment\) --](#)

The rules could be manipulated to create a smaller number of bugs within the simultaneously written chapters. If each chapter had more information regarding the plot or the start and end points of each chapter appeared to be very close together in time, it would remove the ability of each student to add his or her own spin on the story.

Posted: 2:55:47 PM 10/02/2015 Edit  Delete  Reply 


[Reflection 2 \(1 comment\) --](#)

I would change the rules so that we could communicate in a different way and we could talk more about a general story line that we wanted to follow before we wrote the chapters. Having a more detailed original plot would also enable the group to have less bugs

Posted: 9:39:44 PM 10/02/2015 Edit  Delete  Reply 

[Reflection 2 \(1 comment\) --](#)



One way to make the project have a minimal number of bugs would have been to let the groups get together and discuss what they wanted to the story to focus on. This would have helped get the chapters to focus on the same thing but would still have let people have the freedom to get creative with their chapters. I also think maybe giving the story topics a title or making the story points more complex would have helped limit the amount of bugs. I say this because the title would give a hint as to what the story is about and more complex story points would have also helped the chapters be more about the same thing.

Posted: 4:08:21 PM 10/04/2015 Edit  Delete  Reply 

[Meeting Notes \(3 comments\) --](#)




In our meeting we briefly talked about how to make the story flow better. The basics are in a list attached to this page. Take a look at it and make your chapter

flow from the other ones around it.

Posted: 4:47:26 PM 10/01/2015 Edit  Delete  Reply 




[Meeting Notes \(2 comments\) --](#)

Sorry guys its been a crazy week!!! I guess it worked ouot since I don't have to change my chapter much. I'll be checking the wiki a couple times a day this weekend so if there's anything I need to change or fix just post it here since we have until Sunday

Posted: 3:03:07 PM 10/02/2015 Edit  Delete  Reply 

[Meeting Notes \(1 comment\) --](#)

Look at the notes from the meeting that I attatched. From that you should be able to see what you need to fix.

Posted: 9:34:25 PM 10/02/2015 Edit  Delete  Reply 

Revision: 22. Last modified 3:45:52 PM 10/04/2015