Pre-Production Planning Document (PODCAST)

GENERAL INFO

1. **Your Name:** Ava Gaiety Wroten
2. **PROJECT:** Podcast

CREATIVE BRIEF

1. What must it be?

A podcast with voice over, music, and optional sound effects to hook the audience in an educational topic of interest.

2. Who is it for?
   Existing TTRPG players, particularly game masters, who are looking to run a themed session for their friends.

3. How long must it be?

2:00

   (aim for no more than 4:00, succinct and interesting short listen)

4. What is your objective with the piece?

Deliver a bite-sized series of game preparation tips for a specific genre of TTRPG.

5. When is it due?
   2023/11/05 (Nov 5th)

6. What is the overall idea?

Spooky TTRPG Game Prep, it's Halloween and it's time to run a scary gaming session!

7. What is the storyline summary?

From spooky hooks to scary monsters and making your notes work for you we'll spend a few minutes discussing how to run a horror gaming session for your table. We'll discuss monsters, villains, adventures, hooks, and flexible note taking with clear takeaways.

8. Elevator pitch:

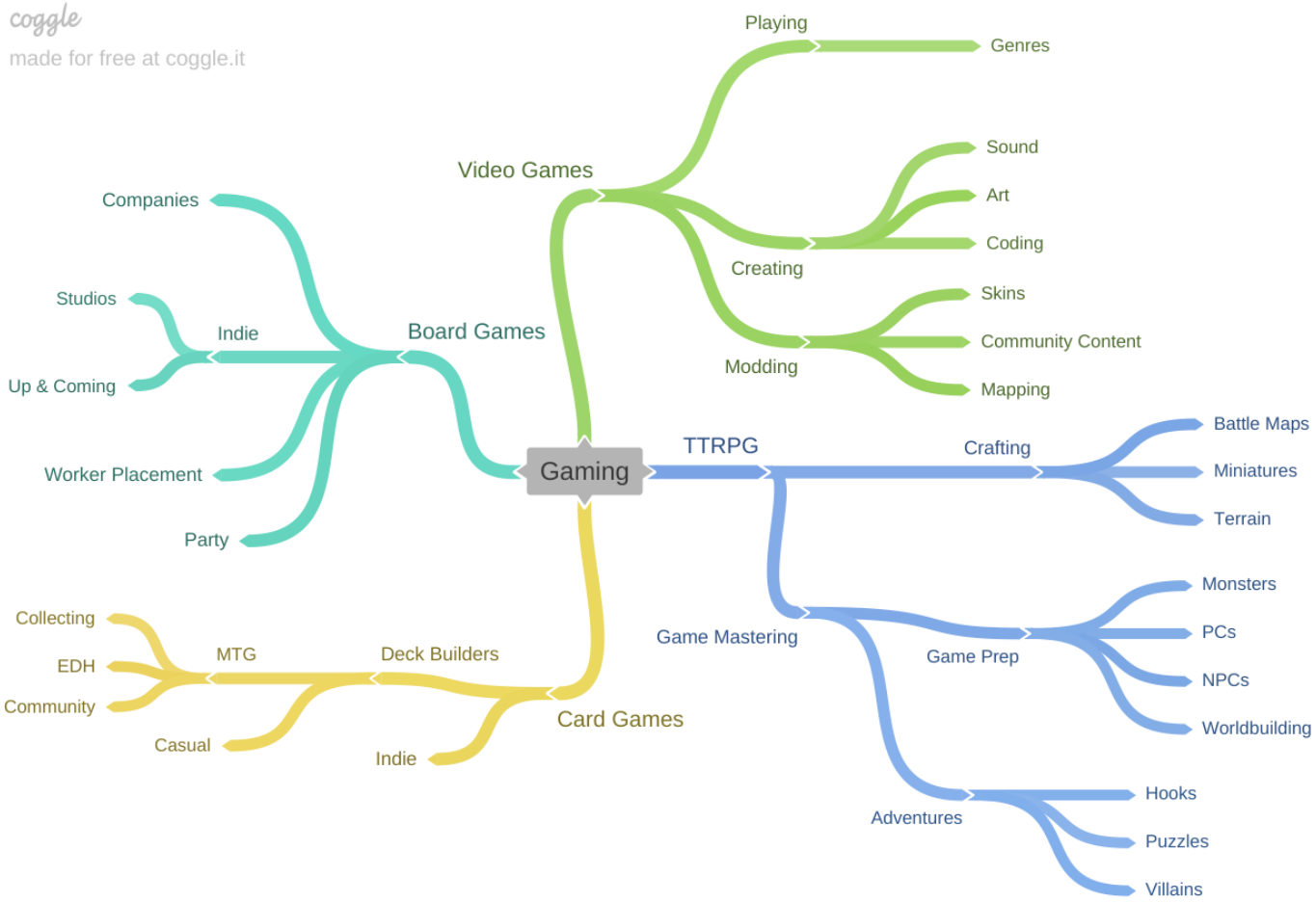
Halloween is upon us. You're making morning coffee and have a few minutes to listen to a podcast. An under five-minute listen to promising tips for preparing a spooky game session for TTRPG players comes across your feed. You could use advice, hooks, adventure ideas, a villain, and to get into the spirit. You grind the coffee beans and relax into the catchy smooth intro music as an encouraging upbeat voice tells you how exciting your Halloween game is about to be!

9. Tagline:

10. Look and feel description:

Energetic, not gimicky, encouraging, upbeat but not overwhelming.

MIND MAP



QUESTIONS / NOTES

HOOK:

1. What will grab the attention of the audience within the first few seconds?
   Last minute game preparation ideas.
   Genre specific tips.
   Fresh perspective.
2. Hook ideas:
   a. Holidays upon us! No not Xmas shopping, your annual horror Halloween gaming special! You need to prep at the last minute, let's get into it...
   b. Shifting your next game session to a darker vibe? Introducing a haunting villain, monsters of a different nature, or a Scooby Doo mystery escapade? Look no further...

MESSAGE/STORY:

1. What message are you trying to deliver to the audience?
   It's easy to get started, you can do it, or you can wing it with this guidance!
2. Clearly describe the following parts of your story:
   a. Beginning:
      i. Hook the listener with an introduction
      ii. We'll cover...
         1. Adventures & Hooks
         2. Monsters & Villains
         3. Making notes work for you
   b. Middle:
      i. Adventures
         1. Examples from official content...
         2. Examples from the community...
      ii. Hooks
      How is this different from adventures?
         1. Immediate engagement
         2. "Why don't they just *leave?"* or, making the stakes matter
         3. Examples...
      iii. Monsters and Villains
      iv. Notes that work *for you*
      Easy to reference while running
         1. Flexible outline
         2. Colored note cards (physical or digital)
         3. Not overpreparing; can't plan for everything
   c. End:
      i. We covered...
         1. Adventures & Hooks
         2. Monsters & Villains

3. Making notes work for you

ii. Catchy encouraging outro (likely a reminder of improv's rule of "yes-AND!"

NARRATION/HOST:

1. Who will lead us through the piece?
   Myself, Ava Gaiety Wroten
   Long-time game master and improviser
2. Narration ideas:
   Maybe a friend and fellow game master (such as Kassian, River, Dani, Brandtley)
   But I genuinely think it'd be *so easy* to go over 4:00 without significant practice in the format with a guest for this project

MUSIC:

1. What is overall "mood" and "feel" of the piece?
   Encouraging, upbeat, but not overwhelming or gimicky
2. Music track ideas:
   a. Kinissue's Sacrifice from the album The Realisation https://lofigirl.com/releases/the-realization/
   b. Hoogway's Mirrors from the album Fragments of the Moon
      https://lofigirl.com/releases/fragments-of-the-moon/

Music rights: https://lofigirl.com/use-the-music/

AMBIENT AUDIO:

1. What is the "location" of the piece? If we close our eyes, where should we imagine that we are?
   Around a campfire sharing stories.
2. Ambient audio ideas:
   a. Mountain Campfire Sounds mix by T.T. Love (using Freesounds)
      https://www.youtube.com/watch?v=mF7Kszd8qPo

SOUND EFFECTS:

1. What sound effects (SFX) would help tell this story? Why?
   While I am not afraid of implementing sound effects, I worry it'll get gimmicky, I plan to see how It feels without SFX for my first pass and then add them in it it makes sense too.
2. SFX ideas:
   N/A

~~**(OPTIONAL) INTERVIEWS:**~~

~~1. Who will you interview?~~
~~2. Why is this person important to the piece?~~
~~3. What questions will you ask?~~

4. ~~What followup questions might be important?~~

SCRIPT

Name: Ava Gaiety Wroten
Title: Your title here

(NO VISUALS FOR AUDIO PROJECT)	(Fade in erie Lofi Girl track) VOICE OVER: Hello! Intro; name, pronouns, your queer GM (Fade out erie track) Let's talk running a scary session at your table (Begin slow fade in of campfire/nighttime ambiance track) We'll cover... - Adventures & Hooks - Monsters & Villains - Making notes work for you (Linger on ambiance track ~5 Seconds) (Fade ambiance to background level) Let's get players hooked! - Pitch of a hook - Originality is overrated Draw from your favorite media - Storydice Ready to run adventures exist! - Official D&D, Paizo & Indie module and systems... Can pick small pieces for a whole session - DriveThruRPG, Humble Bundle, Itch.io (Pause vocals, raise and lower ambiance for ~5 seconds) What makes a good creature?!

	- A loose experiment, cryptids, the undead oh my! - Any monster can be scary given... Atmosphere A reason to be feared Villainous Enemies! - A monster with intent - Affects a community or the world - Rules their kingdom, consider Strahd (Pause vocals, raise and lower ambiance for ~5 seconds) On Note Prep! - Prep only what you *need* Players are unpredictable, makes it fun! - Flexible rough outlines - Colored index cards Outro - Hook / Adventure, Monster / Villain, Notes - Give it a go! (Fade intro in again at new point) (Fade music and ambient out)
VIDEO	**AUDIO**