

# Terra's Heritage devlog

Development notes for **Terra's Heritage: Save the conference**. *Choose and roll to stop a massacre – if you can*. A small game for Spring Lisp Game Jam 2026.

I decided to build a game based on the story of the [RaumZeit Technophob Flyerbook](#) from the German Free RPG Day 2024.

You can try the current state on [arnebab.itch.io/terras-heritage](https://arnebab.itch.io/terras-heritage) or [dryads-wake.lw6.org/terras-heritage](https://dryads-wake.lw6.org/terras-heritage).

Written in [Guile Wisp](#) using [Enter Three Witches](#) as engine.

The source code is at <https://hg.sr.ht/~arnebab/terras-heritage>

## 1 First day: adjusted looks, prepared infrastructure

Spent the first day mostly working on infrastructure and style adaptations.

About four hours of hacking done:

- The colors match the planned plot.
- All template dialogues (title, prologue, menu) are adjusted to match the game. Will likely change.
- It's set up on [dryads-wake.lw6.org/terras-heritage](https://dryads-wake.lw6.org/terras-heritage). (give it a try!)
- The source is adapted to the basename terras-heritage.
- There's an itch.io page linked to the game jam (release early, release often): <https://arnebab.itch.io/terras-heritage>
- Basic creativecommons assets are imported and added to the copyright info.

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