

Getting Started

Welcome to the [Wishray](#) wiki, a place to share and collaborate for wishray users. if you aren't a wishray user, you can read here but not edit.

Once you have access, you can read all about the formatting here: [syntax](#).

The Master Index

All the wiki pages can be indexed here, based on the proper project name or user id.

Projects

These are current projects on Wishray ([Web](#)). Users should ask before adding a link here.

- **Lockdown 2020:**
 - - [FabIO](#) - Software design for the FabIO Discord bot.
 - - [SimpleSix](#) - JP's re-implemented Star Wars D6.
- **Older:**
 - - [Project Zero](#) - A community software client for all of wishray projects.
 - - [Fabricated](#) - A Roleplaying Game about Perfectly Ordinary People.
 - - [Brimstone](#) - A Roleplaying Game about rising out of the ashes of a ruined world where Wonder and Glory have returned.
 - - [Chronica Insidea](#) - Mike Holmes' game engine for his [Dark Conspiracy](#) game.

Directory

A directory of all wiki content. If you can't reach a page from here, you are doing something wrong. In other words, if you start a new project, namespace, or page, it should be found somewhere under here.

- [Game Design](#) - A collection of game designs in progress, or game design discussed.
- [Game Play](#) - Game data for online play of the designs above, mostly for testing.
- [Unsorted Stuff](#) - Pages for things not directly connected to game design or play.
- [Unfinished Stuff](#) - Pages for projects that are idle and unfinished.
- [Technology](#) - Software written by and supported by wishray.com.

Established Users

Users may create pages for themselves and their personal use here.

- [JasonP](#) - Primary software designer and maintainer of this site.
- [Lxndr](#) - Game designer.
- [Mike Holmes](#) - Game designer.
- [willows](#) - Game designer.
- [NateB](#) - Game designer.

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

<https://wiki.wishray.com/doku.php?id=start&rev=1585498184>

Last update: **2020/03/29 09:09**

