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From Page and Ink to Pen and Paper: One Piece the Tabletop Roleplaying Game and its use of
Adaption Theory

For my senior thesis, I created a tabletop roleplaying game based on the series One Piece by Eiichiro Oda to understand what makes a good adaptation. To accomplish this I researched both the series of One Piece in its many media forms as well as a multitude of tabletop roleplaying games, with an emphasis on those that were adaptations, and the studies on adaptations done by Linda Hutcheon. I used these three modes of research to develop my game, placing an emphasis on having my game feel as though one were in an adventure that was nothing short of feeling straight out of the source material, but still retaining key elements of what makes a tabletop roleplaying game itself. In the end, my game proved to be quite unique and captured the world of One Piece, balancing both of my goals exceptionally and abstaining from mistakes I viewed in the development of the initial prototypes of the game as well as those in the games I researched.