

6.1800 Press Release Assignment, Spring 2026

Due: February 27 2026, 11:59pm

Length: 250 words

Submit: On Canvas

Introduction

The Press Release assignment is designed to help you walk through the reasoning in system writing. Here, you will explain how the system responds to a previous system and what the key design properties of the new system are. This is an individual assignment, which you should complete on your own, though you can consult with other students.

The Press Release should introduce the new system, compare it to the old system, and walk us through two use cases that demonstrate the utility of the new system (DNS). Use the system reasoning we discussed in class to highlight prioritized properties, techniques used, and any tradeoffs involved.

Late policy: Like all lab and communication assignments in 6.1800, if you reach out to 6.1800-personal@mit.edu in advance of the deadline, we will give you a 24-hour extension, no questions asked. Beyond that, if you submit late, we will penalize you one letter grade per 48 hours, starting from the time of the deadline. If you feel you have circumstances that warrant a longer extension, please reach out to S3.

AI policy: Please refer to our [posted AI policy](#).

Assignment Description

- Pitch DNS by highlighting a key improvement over the previous system,
- Explain how this system responds to the original system
- Explain why the change was made and how it will help users
- Address any anticipated tradeoffs
- Walk through at least two use cases for the system
- Target a general, public audience for the system

Example Press Release

This is an example of a completed assignment to illustrate the idea. It is about game software, not an in-class computer system.

Wizards of the Coast Unveils Virtual Tabletop (VTT) for Dungeons & Dragons

July 31, 2025 — Wizards of the Coast proudly announces the upcoming release of its official Virtual Tabletop (VTT), a next-generation digital platform designed to revolutionize

how fans experience tabletop gaming online. Built with Unreal Engine 5, when compared to existing systems like Roll20 and Foundry, the VTT delivers high-fidelity 3D environments, dynamic lighting, and intuitive controls that bring classic tabletop roleplay to life like never before.

Currently in limited beta, the VTT allows players to explore richly detailed maps, control custom miniatures, and automate gameplay mechanics, building and expanding upon the features of existing VTT services. Whether you're a seasoned Game Master or new to the game, the VTT offers tools that enhance storytelling, streamline combat, and support flexible playstyles.

Game masters will find an experience that enables increased realism via state-of-the-art graphics compared to existing systems. They will also experience faster play and more reliable accuracy in-game with built-in and automated mechanics fully integrated into existing platforms on D&D Beyond.

Players will experience a more realistic interactive experience, including the ability to incorporate custom minis of their favorite characters. The automated mechanics will also assist new players in getting right to the action and experience of the game without the frustration of fumbling through rules or looking up every detail.