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WEST STREET JOURNAL

GIVING THANKS

by Tam Marien

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When our schedule is packed with classes and activities, slowing down becomes such a challenge. Our day-to-day high school routine becomes hectic and we seldom take the time to appreciate what we have in our life and express our gratitude.

If we can be a little bit mindful of our surroundings, we may be able to show appreciation for the people, places or things that make us happy. According to studies, people who appreciate their surroundings have better moods and less health problems. Grateful people are able to sleep better and enjoy higher levels of happiness.

It's impossible to be both grateful and depressed. Therefore, life can only get better when we are grateful. At least before thanksgiving, it's good to take a moment to reflect on the things we can be grateful for... because really, gratitude in itself is a gift.



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Inktober a Challenge in Review

by Payton B.

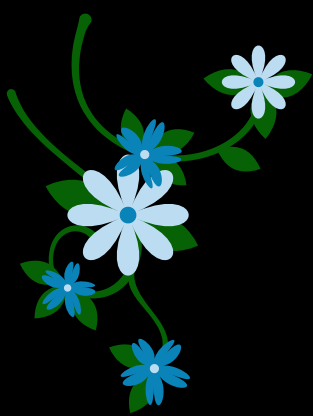
Created in 2009 by Jake Parker as a way to improve his own skills as an art student, Inktober is a classic drawing challenge where artists complete a drawing a day for an entire month. Typically these drawings are inked pieces following the official prompt list, but nowadays thousands of artists worldwide take on the Inktober challenge. So, the accepted mediums and prompt lists have expanded to the point where the main rule is one drawing per day for one month.

This year marks my second attempt at Inktober. During both attempts I've used custom prompt lists as those suited to what I wanted to do with the challenge best, as well as used alcohol markers to add some color to the finished pieces. The first time I was extremely proud of the pieces as they showed major improvement in my work and a more defined art style. However this first attempt took way longer than the allotted month. This current attempt is completely on pace and as of writing this I'm on pace to complete the challenge. Which led me to notice that I've developed tricks or gotten so used to certain shapes and have been able to draw the same level of work but ever slightly faster, and of course I've begun to build up consistent drawing habits.

This all may make you wonder if Inktober is something you may want to try out. While I wholeheartedly recommend it, whether you are a beginner or a prodigy, practice always makes perfect. Make sure you consider the time it'll take and whether you want to commit that much time.

If this is still something you want to do though here are three tips. One, resist the urge to go back and fix prior pieces. Soon enough one piece will turn into two then three and you will fall behind on the challenge as a whole. Create art you're proud of but don't let that get in the way of completing future pieces. Two, have a specific time in mind that you are going to draw every day. This will help you keep your momentum and to the challenge's pace.

Finally, and this is going to be incredibly cheesy, have fun. If you don't like the official prompt list, find another one or make your own. Don't have pens to ink with? No big deal, just do it with whatever medium you want. Essentially don't let the small things or your own fears get in the way of doing the thing that you love and have fun with it!



Artsy Things

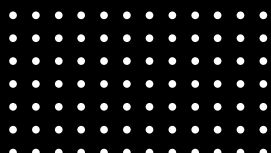


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This creative corner covers all types of drawings, photography, and art! To submit your work, send them via email to cmarien@milfordk12.org or amcloat@milfordk12.org.

Painting at the Oval

by National Art Honor Society
of Milford High School





So, You Want To Play Dungeons And Dragons?

By Jason Lewicki



You may or may not have heard of the game known as *Dungeons and Dragons*, the hit tabletop role-playing game first released in 1974 that is now on its Fifth Edition. Now, I know D&D isn't a game for everybody, as everybody has different likes and dislikes. However, I know that at least a few readers might be interested in this game, but perhaps don't quite know what it's all about or where to start. That's what I'm here to tell you about today, so allow me to introduce you to *Dungeons and Dragons*. While I may not be a veteran with 30+ years of experience in the world of D&D, I'll still try to explain it the best I can, and if you are confused and/or want to know more, then feel free to do further research on your own.

D&D is what's known as a tabletop role-playing game, in which a single person, known as the Dungeon or Game Master, creates and directs a game for the other players to play, while the players create characters to go through the story as a party, or group. The Dungeon Master (DM for short) not only directs the playing of the game itself by both creating scenarios for the players to interact with and battles for them to fight, but also writes a story that the game, known as a campaign, follows. A campaign is usually composed of more than one individual gaming session, which usually lasts around 2 to 4 hours, though some campaigns only take a single session to complete. On the opposite

end of the spectrum, other campaigns can take months or even years to complete.

Dungeons and Dragons is not only a game, but also an interactive storytelling experience where the DM and the players work together to have fun and create an amazing story. The outcome of events and actions are almost always determined by the roll of a dice, with high rolls commonly indicating success, and low rolls commonly displaying failure, though specific circumstances might make it the opposite way. Numerous dice are used, from d20's, to d10's, to d6's. Everything in a D&D game happens by chance, and all that can separate victory and tragedy is a single roll of a die.

So now that you know what D&D is, how do you play? Well, as a player, making a character is the first and most important step towards beginning to play. To make a character, there are numerous different factors you must determine, but I'll go through the major ones so you can learn more later on your own. First off is your ancestry, otherwise known as your race or lineage. There are numerous different races in D&D, such as humans, dwarves, halflings, elves, and orcs. These ancestries are the basis of your character, and they give you special abilities and bonuses that allow you to more easily determine what you may want to play as, or how you may go against the grain and make something truly unique.

S U P E R T R E N D S

The next part is your class. Your class is the role you play in your party, or the group of people and characters you are playing with. Numerous different roles can be filled by the different classes: barbarians are rage-fueled berserkers that can shrug off large amounts of damage and deal plenty of it right back, clerics are divine priests that can fill nearly any role a party needs and are excellent at support, and sorcerers (yes, there is a difference between sorcerers, warlocks and wizards) are individuals blessed from birth with magical powers that can alter the spells they cast in various ways to suit their needs. Each class has numerous subclasses focusing on specific themes and functions to further specialize your character, such as the Life Domain for the cleric that gives you better healing capabilities, or the Draconic Bloodline for the sorcerer that gives you more attunement with a specific element. You can even play a character with two or more classes, though you can only reach a maximum level of 20.

Finally are your character's ability scores. You have six ability scores: Strength (your physical power), Dexterity (your agility and nimbleness), Constitution (your toughness), Intelligence (your 'book smarts'), Wisdom (your 'street smarts'), and Charisma (your ability to talk to people). You can roll to determine your stats, use a pool of points to specialize your character how you choose, or even pick from a list of predetermined numbers to help you quickly and effectively decide what you're best at.

Depending on your stats, you get a bonus to rolls related to those stats. For example, if you have a Strength of 16, you would add a +3 to Strength rolls, such as swinging a longsword or busting down a door. These bonuses can also be added to saving throws, which are special rolls you make to prevent or mitigate a harmful effect against yourself, such as rolling a Dexterity saving throw to avoid an incoming fireball, or rolling an Intelligence saving throw to resist a psychic blast. Lots of different characters can be made depending on your stats: an incredibly intelligent scholar who never really left their library as a child could have high Intelligence and Wisdom, but low Strength and Dexterity. Likewise, a wild barbarian who dwelt deep in the woods could have high Strength and Constitution, but low Intelligence and Charisma.

With your character's core traits decided, what are they good at? There is a list of skills in the game, such as Athletics and History, and depending on what race and class you pick, you can choose certain ones you want to be good at. Whenever you make a roll using one of these skills, such as rolling a Survival check to track a fleeing monster and a Stealth check to hide from said monster once you've caught up to it, if you are good at, or proficient with that skill, you can add a special bonus to the roll, alongside the ability score being used for that skill. (Wisdom for Survival, Dexterity for Stealth, etc.) Also depending on your race and class, your proficiency bonus is also added to certain weapon attacks, tools, and saving throws that you are proficient with.

SUPER TRENDS

Now that the gameplay aspect of your character is out of the way, you can choose to continue onto the additional details of your character, such as their backstory, background, and personality traits. A race, class and abilities make a character, but a backstory and personality make a character. This is a great place to practice your creative writing skills if you feel a need to do so, or for you to just goof around and make something silly. Maybe you want to make a stoic paladin who swore vengeance against the evil empire that laid waste to their hometown, or just a fun-loving bard who likes to crack jokes at every possible opportunity. The possibilities are endless, and the full extent of what your character can be is up to you. That being said, you don't need to make a super complex and detailed character with a 25-page backstory that could have an entire TV series on Netflix based around it

in order to be interesting; just make something you'll enjoy playing and that the other players will enjoy playing alongside.

That's basically D&D in a nutshell: a fun game where you and your friends can make a long-lasting story as a group. I've personally met a lot of new friends and even gotten closer with other ones thanks to this game, and I encourage you to ask your own friends if they're interested in playing, or even if they've played before. If you really want to explore, I'd recommend checking out local game stores in your area and seeing if they have any Dungeons and Dragons-related events taking place that you can join in on. If you're interested and have the free time, why not give it a try? This has been Jason Lewicki, and thank you for reading!





SLIME RANCHER REVIEW

by Sophie Loss

Slime Rancher is a game about... well a slime rancher. The game starts when a human ventures thousands of light years away from Earth to start a new beginning in a place called the 'Far, Far Range.'

There, the rancher must set out on journey after journey in order to find a whole plethora of animated slimes. After finding each of the slimes, the rancher can bring them back to the farm and create an enclosure for them. The reason for taking these slimes in is to gain materials called plorts. Plorts are used by the people on Earth to essentially live and thrive; in the game the rancher sells plorts in order to gain money.

When it comes to slimes in this game there are 28 slimes, 16 of which are obtainable slimes, 8 are special slimes, and 2 are hostile slimes. Each species has a different kind of favorite food but all of their diets can be separated into being a meat, vegetable, and fruit based diet. The most notable of the above are the Tarr, Largo, and the standard slimes. The Tarr are the main threat in this game; they corrupt the standard slimes and rot the crops when they go near them. The only way to get rid of them is by splashing them with water. Largos are a combination of 2 standard slimes; they produce the plorts of both kinds of slimes. Then the standard slimes are each of the 16 species that are scattered throughout the map.

In the Far, Far Range there are five different types of landscapes to place all of these slimes, those five being the Ranch, the Overgrowth, the Grotto, the Docks, and the Lab. The Ranch is all just plain

land that can be inhabited by all species of slime with only a bit of trouble. For some slimes with different living conditions or diets, these 'restrictions' can be easily overcome regardless. The Grotto is a large cave that is to the right of the Ranch. There is truly nothing too special about the grotto besides the fact that Phosphors can live there without needing a protective shield to the sun. The Overgrowth is a section of land where there is a lot of tall grass and even more chickens; this section is very helpful when it comes to feeding slimes with an all meat diet. The Docks is a small structure that sits next to the ocean, the only real difference it has from the ranch is that it has a small pond where water slimes can live. Finally, there's the Lab; now this spot is right behind the ranch and, as the name suggests, it is a lab with four spots for slimes to occupy.

In the end, this is a really simplistic but in depth adventure game where the player can create their own customizable farm to not only become rich, but also enjoy the company of their slime pals. This game is highly recommended for people who like repetitive and fast paced journeys where there is no plot necessarily needed to make the game fun and adventurous.

Hey! Have you heard of Dungeons and Dragons?

DnD is a team-building role-playing game where you can build a character and go on different adventures with your party.

If you've ever (or never!) played, but are interested in it, join the Dungeons and Dragons club! We're always welcoming new players, brand new or veteran.

We meet every Friday right after school until 3:30-4 in room 198, or Mr. Vetack's classroom.

Feel free to stop by or contact Rana if you have any questions, at amccloat@milfordk12.org
Can't wait to see you there!



"A life fueled by passions is like riding on the back of a dragon."

~ Suzy Kassem



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Bread Recipe

by Sophie Loss



INGREDIENTS: 3/4 cup (174g) water * 1/2 cup (125g) whole milk * 2 teaspoons (9 grams) yeast * 3 cups (440g) bread flour * 1.5 teaspoons (8g) fine salt * 1 tablespoon (21g) granulated sugar * 3 tablespoons unsalted butter

MATERIALS NEEDED: Measuring cups/food scale * Large bowl * Small microwavable bowl/cup * * Spatula (can be used but not entirely needed) * Food thermometer (recommended but not required) * Clean countertop/table * Saran wrap * Bread pan around the same size as 9x5x3 * Cooling rack

DIRECTIONS:

1. Take the water and milk and combine them into one cup.
2. Heat the mixture in a microwave to be around 97 degrees fahrenheit.
3. Mix the yeast into the milk/water combination.
4. Wait for the yeast to bloom for about 30-60 minutes. (When the liquid starts bubbling that means the yeast has bloomed)
5. While waiting for the yeast to bloom, combine the bread flour, salt, and sugar into a large bowl.
6. When yeast has bloomed, mix it in with the dry ingredients until it starts to create a dough-like consistency.
7. After most of the dry ingredients are combined, clean a large portion of a table or countertop to make a work surface.
8. Wash hands thoroughly and remove all jewelry from hands.
9. Sprinkle a 2 finger pinch of bread flour onto the work surface.
10. Pour the dough onto the work surface.
11. Gather the dough into one big pile.
12. Press into the dough using your palm.
13. Fold the dough in half and press into the dough using palms again.
14. Repeat kneading process for 10-15 minutes until dough is no longer sticky
15. When dough is no longer sticky add 1 tablespoon of butter into the dough.
16. Continue to knead the dough until the butter is completely combined with the dough.
17. Keep adding and kneading in the butter until there is none left.
18. Put the dough back into the large bowl and cover the top with saran wrap.
19. Let the dough rise for around an hour until it is about twice its original size.
20. When the dough has risen, make the dough into a tight ball by pulling the top of the dough down to the bottom on all sides.
21. Place the dough into the bread pan.
22. Let the dough rise again until it fits in the pan.
23. Preheat the oven to 425 degrees fahrenheit.
24. Place the pan into the oven and bake for 30-35 minutes.
25. After bread is done baking take it out of the oven Let bread cool down on the cooling rack for about 10 minutes.
26. Enjoy your bread.



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Fresh Rolls

by Jaxie Meledy



Things you would need: Thin rice noodles * Butter lettuce * Red cabbage (or green cabbage) * Carrot * Cucumber * Jalapeño ~ (skip if you're very sensitive to spice) * Green onion, cilantro and mint

When you to make the roll be sure nothing falls out

1. Take your rice paper and wet it
2. Put the rice paper on a flat surface
3. Take your ingredients and put them on the rice paper
4. The rice paper will get sticky so make sure you have everything prepared ahead of time
5. Take the roll now flat with all the ingredients near the middle pull the sides in the middle then the back on top of the sides
6. Then take the rice paper and roll it all on the front flap so it's secure.

Congratulations, you made a fresh roll!





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WINDOWS ON WEST STREET

Come & Be our Guest

Windows on West Street Restaurant is conveniently located at the Milford High School building. Our entrance door is adjacent to the street-side parking lot.

Check our menu online!
<https://mhs.milfordk12.org/apps/pages/WOWS>

