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CSCD 488

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Task 1

1. **Problem Statement:** The user would like to have a Dungeons and Dragons style Tabletop Role Playing Game experience but due to scheduling, can't meet up with their friends to do so.
2. **Intended User:** People who enjoy playing Tabletop Role Playing games.
3. **Why the User has this Problem:** The user has this problem because they are an adult with other life obligations such as college, work, and taking care of children. Their friends are likely in the same boat, making scheduling rather difficult.
4. **How would a solution benefit the user:** If the user were able to play a Tabletop Role Playing game without the need of other players, the only schedule they would have to worry about is their own.
5. **General flow for addressing the problem:** The user lays out the kinds of experiences they're looking for in a Tabletop Role Playing game and a simulation is built to provide those experiences.
6. **General Nature of Solution:** This simulation will be a stand alone program the user could boot up whenever they wanted.

7. **Software Components:** Unity game engine can handle the graphical components of the simulation and Visual Studio Code can be used to develop the programming back-end of the simulation.
8. **Hardware Components:** A mouse and keyboard will be needed to navigate the simulation. A video game controller can also be used in place of the mouse and keyboard if the user prefers.