Character Creator GUI User Manual

Breanna Kellermann

**Program Purpose**

This program is an interactive personality quiz that suggests a base character model for new players of tabletop gaming. When creating a character for tabletop adventures like Dungeons & Dragons, Pathfinder, Baldur’s Gate, and more, it can be overwhelming to sift through available information to get a hint as to what type of character would fit well with your personality. Different fantasy races and classes have specific characteristics and features that flavor the way they are played. This quiz only offers a handful of possibilities, but can offer a starting point for new players.

**Basic Layout + Instructions**

When the program loads, a new window is opened. This window contains ten questions in two columns, each with four possible answers to choose from. Each possible answer is preceded by a radio button. For each question, only one answer can be selected. After each question has been answered, the user clicks the “Display my Results!” button at the bottom of the question list to receive visual and text feedback regarding their results.

**How Results Are Determined**

Results are determined by majority of selected answers. Each answer is tallied depending on whether it is A, B, C, or D. Questions 1-5 have a tally system and questions 6-10 have a separate tally. This is to determine the characters race and class/skill as two separate results.

The answers selected for questions 1-5 correlate with the character’s race result:

Mostly A = Orc

Mostly B = Elf

Mostly C = Kenku

Mostly D = Dwarf

The answers selected for questions 6-10 correlate with the character’s class/skill result:

Mostly A = Cleric

Mostly B = Rogue

Mostly C = Barbarian

Mostly D = Wizard

**How Ties are Determined**

In the event of a tie, a result will be chosen at random from the two tied options.

**Reading the Results**

Results are displayed at the bottom of the screen in both picture and text format. There are two images displayed. The left most image represents the results of questions 1-5, which pertain to the character’s race. The image on the right represents the results of questions 6-10, which pertain to the character’s class/skill. Results are also labeled with text underneath each image, so the user has a text confirmation as to the meaning of each image.

**Help! Button**

A “Help!” button is displayed next to the “Display My Results!” button, incase the user is unfamiliar with radio button style questions. Basic information is displayed in a pop-up window for the user.

**Close Button**

An “Exit” button is displayed to the right of the “Help!” button, which the user can press to end the program and close the window.