User Study Conclusion

**CS3410, Team Six, Dungeon Master’s Assistant**

Cody Strange  
Paul Pena

Ryan Hillstead

William Thackery

# Conclusion

From my observation and interview I derived two very different sets of data. The subject that I observed was very focused on world building and could use tools that benefitted campaign organizing but didn’t spend to many resources on building encounters. He mainly improved that and didn’t worry to much about the details. From my second subject that I interviewed I got that he was very focused on building encounters and detailed combat. He used paper pencil to write down any simple plot/story he needed and mainly cared about tools that would help him create better encounters.

# Requirements

* Encounter creator
* Campaign organizer
* Integrate character sheets with encounters.
* Quick searching ability in campaign folders.