Data Collection Interview

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

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# Interview Template

Summary: This is the template for running an interview, the interviewer should be able to create a copy of this and fill out all the [ ] example data with real world data. Questions will be mainly used from our interview plan however all interviews should be adapted for the setting and situation. After individual interviews are completed all data will be combined into one interview template.

## Interviewer

Cody Strange

## Subject ID

U1

## Questions

1. What tools have you used to plan and execute the campaign?
2. Most time consuming parts of creating a campaign
3. How often do you have to take time and pause the game to look stuff up
4. Have you used custom content and how often
5. Importance of visual aids
6. Rules and mechanics
7. Difficulties and struggles with planning outside of game
8. If you could have one dream feature on a digital tool

## Responses

1. DND beyond encounter(combats and initiatives), Narrative wise just a sheet of notes of narrative.
2. Player management (participation and such). Battle planning, creating a variety of interactive environments. Setting proper difficulties.
3. Lots of prior knowledge and improvise. Spells and how they interact
4. Every setting has been homebrewed, but every mechanic, items, monsters are rules as written
5. Visual aids for battle terrains, not so much for monster accuracy besides quick pictures
6. Long descriptions of spells and abilities
7. How many players are going to participate, how concrete the plans are (people might not show up or cancel last minute)
8. Virtual tabletop that integrates with dnd beyond stats and effects. Player side initiative count in dnd beyond app.

## Conclusion

Note: Conclusion can be made as bullet points or a paragraph. Summarize responses into items that our application can solve.

* Encounter creator like dnd beyond.
* No campaign managing tools.
* Campaign mainly revolved around creating unique combats and environments.
* Struggled with scheduling sessions with players.
* Almost all desired features were encounter related.