Introduction

This is a rather large list of many creatures from the tabletop roleplaying game dungeons and dragons. I personally am heavily experienced in dungeons and dragons, having played for close to 7 years and having studied this game for a long time. This is interesting as it lists some very basic information of each monster, at least from the perspective of someone experienced in this game, however looking at it as an outside observer would be borderline incomprehensible. My primary goal with this data set is to simplify some of the data, make it easier to read, and provide more details or explanation for more common use of them, such as stating whether a creature is more fit for an interaction with the game’s players early in the game or later in the game. This project is important to me for use in my dungeons and dragon’s games as well as aiding my friends in running their own dungeons and dragons games. The problem I hope to solve is the poorly designed “challenge rating system” as well as simplifying the data to be more readable.

Objectives

The main goal of the project is to simplify the creatures in dungeons and dragons and make their information much more understandable for everyday use. I also somewhat hope to be able to expand the list with some of my favorite creatures that are not included in the original data and format their data in the same way.

Methodology

I think the easiest thing to begin with is simplifying the challenge rating section, XP in dungeons and dragons is rarely used in the first place despite many of the monsters being designed for it. I plan to remove the XP listing and simplify the challenge ratings into 0, 0.125, 0.25, 0.5 and 1-30. I will use RStudio, Microsoft Excel, and the online website 5etools. The data choice has already been decided, that being an extensive list of many dungeons and dragons creatures. The data proposal is this document. Deliverable 3 will be the cleaned-up data, making everything reformatted and will likely be completed either November 9th or 10th. Deliverable 4 will be a data analysis document, listing important details and the like, and will be completed before November 17th. Deliverable 5 will be the final report’s first draft, it will include hopefully all details with minor errors and bugs that will be fixed later, which will be due on November 24th. The final deliverable is the fully completed report with all errors and bugs ironed out, this will be due on December 6th, which is technically after the presentation which is due between December 3rd and 5th.

Expected Outcomes

I plan for this to be a kind of “software” which will simply be a sortable table, this data project is heavily inspired by the website 5etools and I seek to create a similar searchable and filterable interface except with more subjective tools such as what monsters fit better for different points in the game and whether they fit closely with their CR or a higher or lower one. I will consider this successful if I can hand this to one of my friends who are inexperienced in running a game of dungeons and dragons and they can successfully understand the information and what would be useful to use for different points in a game they would be running.

Challenges and Limitations

The data that primarily needs to be cleaned is the challenge rating section and the hit points section, I will need to remove the amount of experience given for each challenge rating level as well as reformat some of the fractional challenge ratings. Regarding the hit points section, I must clean up the details where it shows the number of “hit dice” which leads to the average hit points which is where the number listed under the hit point section comes from, however the dice values and how they relate to averages are almost never useful and are very underused. Those are not necessary to use any of the creatures in the list and therefore will be removed. I think the biggest limitation regarding the data is the lack of information on damage and similar things that the creatures do, simply due to how dungeons and dragons works it isn’t possible to list the damages of many of the creatures because they could choose to do so many different things each time, they do something. Another thing that would be difficult to cover is relating to creature typing and alignment, listed as race + alignment, and what that means to each creature, along with dividing how the information appears on the data, charts, and information.

Conclusion

The primary purpose of this project is to simplify and make the data of a large portion of dungeons and dragon’s monsters easier to understand to be able to utilize better in various situations. I sincerely hope my project is successful for the use of my friends and people who need to use an easily readable understandable informational interface for the purposes of preparing better encounters for use in dungeons and dragon’s games. When it is finished, I hope that anyone who would want to use it is able to.

References (if applicable)

[5ETools](https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&cad=rja&uact=8&ved=2ahUKEwiAvurK4MGJAxXgp7AFHab-DW8QFnoECAoQAQ&url=https%3A%2F%2F5e.tools%2F&usg=AOvVaw25FasIf9OYA7agsgRDdBwU&opi=89978449)