MrFarland's

DM Operations Center

System Requirements Document

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User Stories

The DM Operations Center module is a complex collection of rules, tools, and generators designed to help 5th edition Dungeons & Dragons dungeon masters run their gaming sessions completely from within the EncounterPlus virtual tabletop application. This document provides an overview of the module and the user stories that help define what it can and should do once complete.

Common

The following user stories relate to the common elements of the module. These user stories apply to all aspects of the DM Operations Center module.

User Interface

The following user stories describe how the user interface should look and behave to the user.

Name	User Story	Priority
Title	As a DM, I want the title of the page to use a readable style so that I can quickly identify the name of the page I am viewing. .	High
Breadcrumbs	As a DM, I want to know the path to the content being view so that I can locate it again or navigate up one or more levels.	High
References	As a DM, I want to know the source and page for the content of a page so that I can look it up if I need further clarification.	High
Responsive Design	As a DM, I want the UI to adjust to the size of the window so that it is usable regardless of how I open the module.	High
Show Table	As a DM, I want to be able to view the underlying roll table(s) for a generator so that I can roll real dice or let the players roll.	High

External Interfaces

The following user stories describe how the module should interact with external interfaces.

Name	User Story	Priority
Items	As a DM, I want items referenced in the module to link to the compendium so that I can look up it's properties and description	High
Monsters	As a DM, I want monsters referenced in the module to link to the compendium so that I can look up it's properties and description	High
Spells	As a DM, I want spells referenced in the module to link to the compendium so that I can look up it's properties and description	High
Missing Objects	As a DM, I want to know if a reference item, monster, or spell is not in my compendium so that I don't waste time clicking the link.	Medium
Rolls	As a DM, I want the ability to use the in-app roller for any rolls called out on pages so that I can send them to the game log.	High

Campaign

This section of the DM Operations Center is focused on providing 5th edition DMs with tools and templates to help them better manager their campaigns and adventures.

Fantasy Calendar

This feature provides DMs with an advanced calendar application designed to help with the tracking of time in standard D&D 5e settings.

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Session 0 Checklist

This feature provides DMs with a checklist and survey tool to help run a session 0 to ensure everyone is on the same page as to the kind of game they want to play.

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Session Planner

This feature provides DMs with a session planning tool and template to help plan upcoming sessions and prep more efficiently.

Name	User Story	Priority

The requirements for this feature have not yet been determined.

DM Screen

This component of the DM Operations Center provides a number of rules reference pages, lookup tables and other resources designed to serve a similar function as that of a tradition DM screen.

The requirements for this feature have not yet been determined.

Encounters

This component of the DM Operations Center provides a number of random generators and roll tables designed to help DMs quickly generate a variety of combat and noncombat encounters to challenge their players.

Chase

This feature provides DMs with a tool that helps with the planning and execution of chases.

Name	User Story	Priority
Select Environment	As a DM, I want to be able to select the current environment so the encounter fits the player's current location in the world. (Urban, Wilderness)	High

The requirements for this feature have not yet been determined.

Encounter (Combat)

Name	User Story	Priority
Select Environment	As a DM, I want to be able to select the current environment so the encounter fits the player's current location in the world.	High
Select Tier	As a DM, I want the ability to identify the player's current tier of play so the encounter is appropriate for their level.	High
Difficulty Options	As a DM, I want to be presented with options for adjusting the difficulty of the encounter so that I can adjust the encounter on-the-fly for my players.	Medium

Encounter (Naval)

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Encounter (Noncombat)

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Riddle

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Secret Door

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Puzzle

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Trap

Name	User Story	Priority
Select Level	As a DM, I want to select the party's level so that the generated trap is appropriate to their current level.	High
Select Danger	As a DM, I want to select the danger level for the trap so that I can control the impact the trap has on the party.	High
Provide Options	As a DM, I want to be able to choose from 5 traps so I do not have to run the generator multiple times to get a trap that fits the situation.	High

Loot

Backpack

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Bookcase

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Desk

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Magic Items

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Pickpocket

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Spellbook Generator

Name	User Story	Priority
Select Level	As a DM, I want to be able to select the level of the spellcaster so that I can generate a spellbook with the appropriate spells for that caster.	High
Select School	As a DM, I want the ability to select the spellcaster's preferred school so that I can tailor the spellbook to their speciality.	Medium

Treasure

Name	User Story	Priority
Challenge Rating	As a DM, I want to be able to select the CR of a creature so that I can generate treasure appropriate for that creature.	High
Type	As a DM, I want to be able to select individual or hoard so that I can generate the appropriate treasure for the type of creature.	High
Fine Tuning	As a DM, I want the ability to adjust the percentage yields of money, gems, and items so that I can customize the output.	Low

The requirements for this feature have not yet been determined.

Trinket

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Storytelling

This component of the DM Operations Center provides a number of random generators and roll tables designed to help DMs quickly generate new events, plot hooks, villains, rivals, and other story elements.

Plot Hooks

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Rivals

Name	User Story	Priority

The requirements for this feature have not yet been determined.

Villans

Name	User Story	Priority

The requirements for this feature have not yet been determined.

World Builder

This component of the DM Operations Center provides a number of random generators and roll tables designed to help DMs quickly generate new people, places, and things to put in their world for the players to discover.

Character Name Generator

Name	User Story	Priority

The requirements for this feature have not yet been determined.

NPC Generator