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A Fantasy World Management Desktop Application "Name Still Buffering"

Preface: This idea won't knock the advisory board's socks off, probably not anyone's socks off, however today, where computers can tell the difference between cats and dogs easily, my phone can literally talk to me, and my alarm clock monitors my heart rate to determine the stage of R.E.M sleep I am in so as to not wake me when I'm at my sleepiest, I don't think that anything which could be created within 2.5 months would knock someone's socks off. As such that is not the goal of my project, however I will lay out the reasons for my project idea.

Base Problem: In fantasy role-playing games there is typically a single person the 'Dungeon Master' henceforth referred to as the DM who manages all of the different things which are not controlled by the players of the game, he is responsible for managing the world that the group forms. The players are heroes whose in game lives are typically centered around saving the world from some problem. Some DMs prefer to create the game in a rather linear fashion with relatively predictable story lines and fun placed along the way, others, such as myself, prefer to have a general idea what they think will happen with fun things to include, but give complete freedom to the players to solve problems in any way that the players see fit, even going so far as to allow the players to leave the problem entirely and go solve something else. The primary problem for the DM is to keep the world that the players play in consistent and make the non-player characters that the players interact with behaving almost as intelligently as real life people. This problem becomes harder when the DM does not really have a set track that the players are almost certainly going to follow, because the DM needs to remember who the players have already interacted with, and anything that the players 'spawn' e.g. if the players go down to the docks in a town where the DM never anticipated the docks being used, then everything about the docks needs to remain the same from play session to session. Being a DM is hard.

Software Problem or Why We Can't Buy: There does not currently exist a Fantasy World Management software that a DM can use well enough in real time. While there are plenty of softwares that can create fantasy worlds, for example just hosting your own wiki-esque thing can do the trick, nothing provides a sufficiently small buffer to be usable. In addition there are also good map making software and good dungeon creation software, however there does not exist a good world / npc management software. The current best practice is organized notes and a good memory, however notes and memories mutate to a degree that makes world consistency a difficult problem, and dungeons typically don't need a very high level of world consistency because many things can mutate a dungeon. From this we draw the idea.

Idea: We should create a desktop application for managing fantasy (or real) worlds that can be used as an aid for DMs. This would help with generating random characters and places off the cuff, and managing existing characters, what the characters are about, and what they have told the players. This application could also be used to help manage the images that represent the characters that the DM shows to the players, because this is a practice that I see many DMs already doing, albeit in a clunky manner.

Merit: This application would be built upon some type of UI (not web based) – which would be similar to what one would use in a business setting showing real potential business application. This would be built on top of a localized database system, showing that we understand ORMs etc. This could potentially work with other existing systems to show that we understand how to use APIs. This would need to be well polished to be usable, showing consistency and dedication when compared to projects of the past. It should be portable (usb-able) for ease of use, and reasonably configurable, as these are problems that developers will definitely face in the future.