

GM Buddy

Project Charter

TEAM MEMBERS

Garrick Buckley

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Problem Statement:

Tabletop gaming has existed since the 1960's, and has grown massively in popularity in the recent decade, but has seen little technological innovation. For example, character sheets are still mostly done using paper and pencil. Currently, there exists no all-in-one character creation and tracking software for Tabletop Role Playing games. While there are some virtual game tables and character creation tools, the user experience and usability of these tools is rather poor, and offers no ability for the game master to track characters and give players rewards in an easy and intuitive manner. Most existing applications are also specific to a certain Tabletop RPG game and version.

Project Objectives:

1. Create a web application for character creation and progression.
2. Create a web application to allow game master to track characters progression and interact with players.
3. Time permitting: Create mobile application for character creation and progression.
4. Time permitting: Create a web application to create character sheet templates for custom role playing games.

Stakeholders:

Users: The typical user for this application would be any individual who plays Tabletop Role Playing Games.

Commercial: Potentially this could become a subscription based service, or one time fee to purchase a license to use.

Developers: Stephen Kramer, Garrick Buckley, Mason Everett, Mason Herhusky, Jack Horton

Project Manager: Garrick Buckley

Project Owner: Stephen Kramer, Garrick Buckley, Mason Everett, Mason Herhusky, Jack Horton

Deliverables:

- A Web application capable of character creation and progression and GM interactions.
 - Backend: C#, ASP.net, and SQL
 - Frontend: React, Typescript
- Communication between the GM and players clients via sockets/WebRTC.
- Time permitting: Mobile application capable of character creation and progression using the React Native framework.