Birthright Campaign Manager

Goal

To create a game management system for TSR’s Birthright roleplaying game that includes a map based representation of realm and holding ownership.

This will be designed to enable possible expansion into a multi-player or single player vs AI game

Glossary:

GM: Person running the Birthright game for the group

Players: People playing in the Birthright game each running a Character

Character: the in game alter ego of a player

NPC: Non-Player Character, oponents, allies, and neutral characters rune by the GM

Realm: Provinces and holdings making up the property of a Ruler

Province: Land

Holding: non physical elements of control, made up of Law, Guild, Temple, Source

Law Holding:

Project evolution

The initial intent was to have the project be a Windows Forms program with the map being an interactive picture with polygonal borders picked out. This proved extremely difficult to impliment. I found PtolemyJS online when searching for solutions and I elected to migrate the project to be website based.

In addition, data entry of the many coordinate points needed to make up the full game map has proved extremely time consuming so I elected to select a small portion of the map as a proof of concept demo.

Implimenting the PtolemyJS package as a part of an ASP.NET project prooved initially challenging , primarily due to a lack of ASP programming understanding.