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OVERVIEW

Dungeons and Dragons is a role playing game where one player assumes the role of the Dungeon Master. This player is responsible for dreaming up adventures for the other players to embark upon.

Preparing games for dungeons and dragons can be a daunting task that is filled with lengthy tasks that may not yield benefit when it comes to running the game you've prepared.

Adventure Day is a computational solution to streamline the creation process of a D&D Adventure.

ADVENTURE PARSER

- Markdown Text Parser written in Python that interprets tagged words and headings for operations requested.
- Dictionary entries to trigger additional actions to be taken on important actors in the story provided. Dictionary operators can be combined

Name: The name of item highlighted in text or monster to be referenced.
Type: Queries the Monster Vault for either a Monster or an NPC characteristics
Level: The rough power level of the adventure that is being created. This informs monster selection.
Location: Creates a set of encounters for adventurers based on the Location the encounter would occur.
Race: Returns a specific type of monster (ex. "Dragon", "Aberration", "Goblin" etc…)
CR: Sets the challenge rating for the desired Monster up or down based on the number provided.
Ability: Returns a monster with the desired ability listed as a value to the Ability Key.

{"**Name**":"Archmage", "**Type**":"monster", "**Race**": "human", "**Ability**": "spellcasting" , "**CR**": -2}

- Gathers markdown text input and tagged items and compiles them into an output that can be formatted with a CSS Stylesheet provided by The Homebrewery. Monsters are provided in stat blocks that are easily readable and story scenes are separated by headings that had been provided in the text file.

OUTPUT

SOLUTION

Hamlet

A small hamlet only a day's ride to the east was overrun by a **Hobgoblin** and his band of mercenaries several days ago. Everyone was killed. The party learns of this on their way to Caldwell's Castle.

{"name":"Hobgoblin","type": "monster", "CR": 5}

1. Users supply story ideas and tag items of interest in the body of text which will be fetched and represented in the output of the application.
2. Highlight Headings with markdown headings
3. Use Bold to highlight items of importance in this case a Hobgoblin is important to the Hamlet Scene.
4. Define the Dictionary and what actions to be taken. In this case we want to make our Hobgoblin Five Challenge Ratings Higher than it starts at

MONSTER WORKS

Monster customization
- Scaling of Monster Stats to pose a challenge for Adventurers of any Level.
- Addition of statistics is not directly proportional to challenge rating and needs to be evaluated.

Encounter Creation
- Based on Terrain type or Monster Abilities
- Had to be balanced around Adventure Level and Experience thresholds for varying difficulties.
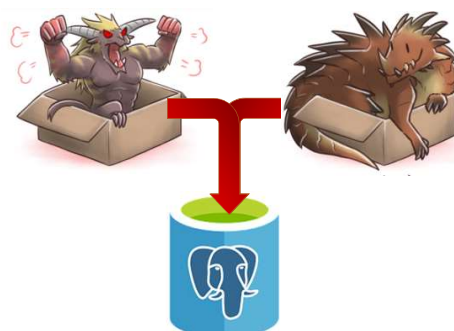
Non Player Character (NPC) **Traits**
- Generates character traits, quirks, and personalities for character inspiration
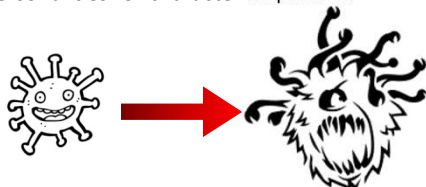
MONSTER VAULT

Postgres Database filled with Monster and NPC data that can be referenced by keywords in the Adventure Text

- Important Statistics (AC, HP, Type, etc…)
- Special Abilities, Actions, Reactions
- Environments Monsters are encountered in
- Non-player-character Quirks, personalities, and traits for inspiration.

THE HOMEBREWERY