**Background**

DCS or “Digital Combat Simulator” Is a video-game simulator made with the intent to be as true to life as possible. The game uses real life information to detail its maps and vehicles. In the game, players have the option to choose between several planes that exist in the game. Each server on DCS varies in what happens, some may be a re-creation of the cold war from the early 80’s where people on both sides attack objectives to win or some servers might be hosting one-on-one fights.

The DCS Compendium is for players who want to learn about the vehicular units involved inside of Digital Combat Simulator (DCS). DCS is known for its hyper-realistic models, gameplay, and features. While DCS is great in many aspects, many new players complain about the difficulty when just starting. DCS features nearly a hundred vehicles and for the average person, it would take years to understand what all of them do. The DCS Compendium hopes to make it easier for the average player to quickly lookup what something does. As an example, a player may be in a plane and spot an Anti-Air system on the map called a “SA-9”. A knowledgeable player would know one can avoid an SA-9’s missiles by using flares, but an inexperienced player may avoid it at all costs due to lack of knowledge. The DCS Compendium will have several features that make it easy for anyone to navigate the program regardless of literacy and the clickable interface will allow faster traversal through the program in case someone doesn’t have spare time to type.

**Benefits**

The DCS Compendium will make it easier to gain access to key info for several vehicles in DCS. People using The DCS Compendium will find it quick to get the information they want, rather than spending time googling an answer and only getting a sub-par result. The knowledge provided in The DCS Compendium is also up to date with knowledge from a seasoned user.

**Key Features**

* Create/Read/Update/Delete entries in The DCS Compendium database
* Search by key functions (name, group, unit, etc.)
* Glossary for common terms used
* Sort through entries using buttons
* Get data (specifications, description, use, etc.) for each entry

**Comparison with similar apps**

Fandom Wiki, Gamepedia and Hoggitworld Wiki are all apps similar to, what will be, the DCS Compendium. There are no apps that directly imitate what is being made, but they are similar in some respects. For example, Hoggitworld wiki provides a lot of data such as learning to fly and techniques that The DCS Compendium will also likely integrate. The DCS Compendium will be quite different from these, instead of being a wiki web page where one clicks links and reads from a single page, The DCS Compendium app will have a user-friendly approach; By using buttons and having optional search boxes, it will allow easy traversal for those who may not be as tech literate as other people.

**Design Ideas**

I want the app to fit in a resizable-square box. The start of the app will be a form with “The DCS Compendium” at the top in large text, below it will be three buttons with Air, Ground, and Navy split between each. There is also going to be a textbox below it used to search for specific. When the button is clicked, it will change the form to have a scrollable category of all the vehicles for that category, there will be 3x3 of images with the name below it (resizing the form adds more, so 4x3, 4x4, so on) and the vehicle type and class (ex: person clicks air, form changes, one of the options Is a picture of an F-14, with Interceptor below it, then the vehicle type below it, so Air.) clicking the picture of any vehicle will change the form, on the new form it will display: image of the vehicle in top left, vehicle type, vehicle class, description, tips, armament, and a [i] button right of a “How To Start” for vehicles with that option made.

At all times a big “Back” button will be present to go to the last form. The [i] button for “how to start” will open a **new form** which will have images and text of how to do a “cold start”, there will be buttons with arrows to change the “slides”. On the title page there will be “Add new entry” that requires a passcode and opens a new form to input the info needed for an entry (image, type, class, description, armament, so on so on.), then adds it and updates the program.

**Example of Similar Design** (from armadainternational.com)

A tan tank on a dirt road with trees in the background

Description automatically generated

**Starting Design Idea**

A screenshot of a computer

Description automatically generated

**Approval Signatures**

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| --- |
| Hayden Sexton, Student |
| [Name], Student | |  | [Name], Instructor |