1. They want a nice-looking site, with a welcoming easy to use environment. Images that invoke gameplay and examples of what the site has to offer them. It should be fast and easy to navigate.
2. Logins are not required unless they are a premium member. There will be no locked features except the ability to save your work on the site.
3. They want a map generator that will generate worlds for the players to traverse and explore. This should be full of terrain, cities, and land features.
4. They want a city generator that will generate all kinds of towns and kingdoms. This should include shops, inn’s, taverns and important non-player characters.
5. They want to be able to run a combat encounter without bookkeeping that is usually required. This will include keeping track of hit points, armor classes, and initiatives.
6. They should be able to generate random encounters based off the party’s level and the environment they are in.
7. They would like to be able to load up premade modules and have maps, encounters and npc’s ready to go for these adventures.
8. They should be able to search monsters and define what monsters they see.