

**2 Refined Project Ideas**

**Tabletop Gaming Event Finder:**

* *“What is new/original about this idea? What are related websites/apps? (Be able to answer the question: isn’t somebody already doing this?)”*  
  There are a few websites such as [www.meetup.com/topics/tabletop-games/](https://www.meetup.com/topics/tabletop-games/) that perform similar services to what we will offer, but none of them are specifically geared towards tabletop gaming. We will also include game-specific resources whereby players new to a particular game can quickly and easily learn it. Our intent in doing so is that players feel comfortable branching out and learning many different games to play.
* *“Why is this idea worth doing? Why is it useful and not boring?”*  
  The most difficult part of tabletop gaming, especially when starting out, is finding other people interested in playing then setting a time and place where everyone can meet. This tool would help people get past this hurdle and on to the fun part: playing the game.
* *“What are a few major features?”*  
  Users will be able to post events (public or invite-only) that they would like to host, including event location, date, time, and games to be played. Events posted publicly will be findable by any user, who can then sign up for said events. However, for the safety of all users public events will be required to take place in public locations.   
  Users that sign up for any event would then be able to access resources for each game listed in the event, and a page containing links to all such resources would also be accessible from each user’s dashboard.  
  Users signed up for the same event would also be able to chat with each other.  
  After an event has happened, users will be able to leave a rating and/or review of the event host.
* *“What resources will be required for you to complete this project that are not already included in the class. i.e. you already have the Microsoft stack, server, database so what else would you need? Additional API’s, frameworks or platforms you’ll need to use.”*  
  Google Maps API will be necessary for users to find events in their area, and to double check that a public event’s posted location is a public locale. This tool could also be viable as an app on the Android or iOS platforms. We would use a chatroom API to handle communication between users signed up for a specific event, so users do not need to disclose their personal phone numbers. We would also likely use game-specific API’s for the resource feature when available.
* *“What algorithmic content is there in this project? i.e. what algorithm(s) will you have to develop or implement in order to do something central to your project idea? (Remember, this isn’t just a software engineering course, it is your CS degree capstone course!)”*

Calculating host reviews. Host reviews will be calculated with an algorithm that takes into consideration the hosts overall user review score, and their level. Level will be calculated by how many events the host has held.  
Double checking that a public event’s posted location is in fact a public location. This could be something as simple as querying the Google Maps API to see if the location has had reviews posted to it, or may turn out to require more complexity.

* *“Rate the topic with a difficulty rating of 1-10. One being supremely easy to implement (not necessarily short though). Ten would require the best CS students using lots of what they learned in their CS degree, plus additional independent learning, to complete successfully.”*

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**D&D Beginner-Friendly Resource:**

* *“What is new/original about this idea? What are related websites/apps? (Be able to answer the question: isn’t somebody already doing this?)”*  
  There are many websites that have a similar idea, but they are generally more informative than interactive.  
  <http://www.dndadventure.com/>

<https://www.nerdolopedia.com/articles/2017/12/4/dnd-resource-guide>

* *“Why is this idea worth doing? Why is it useful and not boring?”*  
  While a very fun game to play, the sheer amount of content that the game has, as well as the complexity of its system overall, can be very intimidating to new players. Providing a resource whereby new players can become familiar with the game, without feeling overwhelmed.
* *“What are a few major features?”*  
  Character creation

Dungeon map generation

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  D&D API
* *“What algorithmic content is there in this project? i.e. what algorithm(s) will you have to develop or implement in order to do something central to your project idea? (Remember, this isn’t just a software engineering course, it is your CS degree capstone course!)”*  
  Players completely new to the game could take a brief quiz, and their answers would then be used to provide suggestions on what sort of character they might enjoy playing. These suggestions could then be fed directly into the Character Creation feature, helping to jump-start the player through what can be a very confusing process.  
  For DM’s, there would be a dungeon map generator tool that would procedurally generate dungeon maps.
* *“Rate the topic with a difficulty rating of 1-10. One being supremely easy to implement (not necessarily short though). Ten would require the best CS students using lots of what they learned in their CS degree, plus additional independent learning, to complete successfully.”*  
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