A Group video chat client with open-ended pen and paper RPG/board game/roleplaying game visualizations and added functionality

Contributors -

Jano Roze - *Back end video streaming, upload management, authentication*
Sulai Sivadel - *Front end, page navigation, UI framework*
Tamara Hartman - *Front end, design elements, UX elements*

Application -

Pen and paper RPG's like Dungeons and Dragons and board games are a growing niche in the entertainment industry. No longer confined to specialty hobby stores (or my mother's basement), the advent of board game nights at various venues and dedicated board game cafes have opened the industry up to allow for a greater quantity and variety of games to be available than ever before. RuneSkype aims to create a space for the board gaming hobby to continue to expand, allowing users to communicate regardless of their individual locations or game(s) of choice. Its live video chat room, user-upload/organization, sandbox-centric, functionality is ideal not only for accommodating the widest possible variety of specialty games but for keeping as its focus the most important creative element shared across all tabletop roleplaying games - the players

UI/UX Elements -

- **Login:**
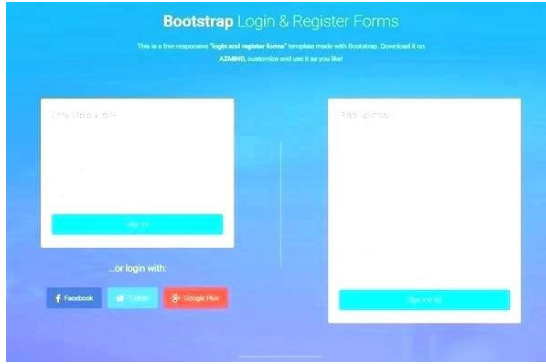
 *Generic Login Page directs users to create/login to a "**Player**" or "**Storyteller/Dungeon Master**" type account. The "**Player**" account will have **management tools** for character sheets, stats, dice rolls, chats, emotes, etc. The **DM account** will have added functionality to dictate additional **thematic elements** of the game page; game boards, music, visual aids, player whispers, page backgrounds that will help the DM role create a '**look and feel**' with their storytelling*

● **Central Game-Board Graphic -**
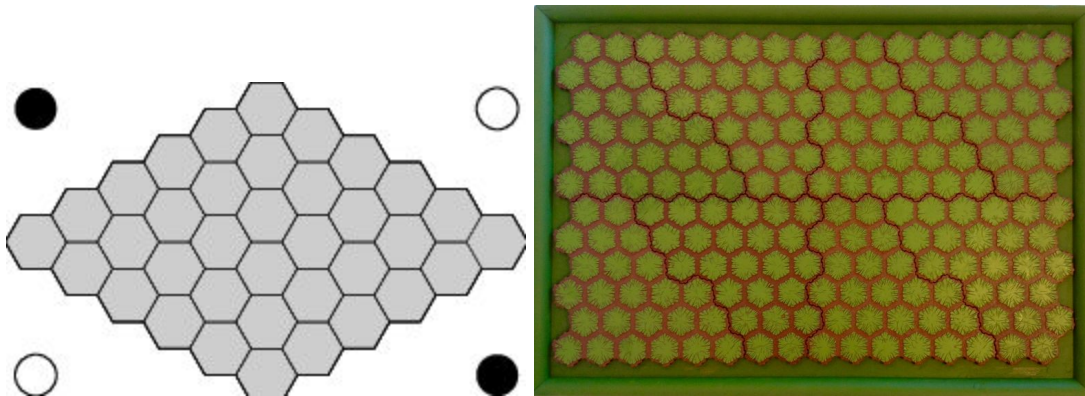
Generic geometric game boards are provided for quick setup with optionally more complex formatting by the users.

● **Thematic Elements** -

Optional generic or custom game page wallpaper/music/ambient sound uploads by the DM Account user will help convey story and ambience throughout the session

- **Chance.js Dice Rolling**

Using the Chance library to generate all necessary dice rolls of all geometric types. Potentially implementing dice roll customization/animations/sounds

Potentially useable to roll loot/encounter/randomization tables for procedurally generated content or reference/generation tables for the use of DM's
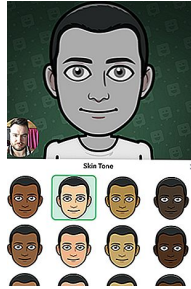
- **Video Chat room -**

Dynamically generated DM and Player video chat windows will accomodate player groups of various sizes and organizations

- **Very simple sprite/character profile/npc visualizations**

Simple visualization aids like character avatars/DM monsters/combat or board tokens can be optionally uploaded and used

(**Optionally**)

Simple Customizable User Sprites

To do -

- **MVP**

Create Landing UI for each necessary page	Build Video Stream Embedding	User Login/Authentication	Database/Hosting for image/profile uploads
Character Sheet Storage	Dice Roll Animations/Sounds	Dice roll Chance JS generation	Sounds/Music Stream(?) Upload(?)

Eight total implementations necessary for Week-1 MVP basic functionality

- **Rolling Development**

Dynamically Generated Content?	Loot Tables?	Random Encounter Libraries for DMs?

As time allows implementations