Individual Weekly Report for Jasper Yeung

A Virtual Tabletop for Game Masters to Create Immersive Experiences

July 12, 2025

# Accomplishments

* Met with Professor Dawn-Marie Oliver for the first instructor meeting to ask questions and get clarifications on deliverables.
* Interviewed a stakeholder who is a game master (GM) about their experiences and pain points as a GM and their expectations and desired features from a virtual tabletop.
* Revised the Design Specification document by adding a glossary, additional figures, CSSE competencies, architectural descriptions, headings, and an additional contingency plan.
* Completed showcase slides to present the project’s features, goals, and current progress of its development.
* Learning to use new tools in TypeScript, TypeScript React Framework, and Fabric.js library.
* Created a flowchart to outline how the user is meant to interact with the virtual tabletop web application.

# Weekly Activities

| Activity / Task / Work | Hours | Status |
| --- | --- | --- |
| Instructor Meeting | 0.3 | Complete |
| Stakeholder Meeting | 0.7 | Complete |
| Design Specification Revision | 5.5 | Complete |
| Showcase Slides | 1.5 | Complete |
| Meeting | 2.5 | Complete |
| Learning Tools | 5 | In progress |
| Prepare for Stakeholder Meeting | 0.3 | Complete |
| Prepare for Librarian Meeting | 0.2 | Complete |
| Create Flowchart Diagram | 0.5 | Complete |
| Complete Week 3 Status Report | 2 | Complete |
| Implement Battle Maps | 5.5 | In progress |
| **Weekly Total** | **22** |  |
| Previous Weekly Cumulative Total (Carry Over) | 38 |
| **Current Cumulative Total** | **60** |

# Plans for Next Week

| Activity / Task / Work | Est Hours |
| --- | --- |
| Complete Capstone Contract Draft | 4 |
| Complete 1st Expert Meeting | 1 |
| Attend Librarian Meeting | 1 |
| Complete Week 4 Status Report | 1.5 |
| Complete 1 Career Preparation Assignment | 1 |
| Implement Battle Maps | 14 |

# Response to Feedback

**Professor Dawn-Marie Oliver:** *Adding a glossary and showing what tokens and battle maps are with figures would be helpful for the reader to understand the project.*

Thank you, this feedback was very useful for me to better explain my project to people who don’t have any knowledge about tabletop roleplaying games. I already had started on a glossary previously but didn’t put it into the Design Specification document. However, I did not think about putting figures to visualize what tokens and battle maps are which makes it significantly easier to explain those terms.

**Ayush:** *Fabric may be a good JavaScript library to use for your project.*

Thank you for this suggestion. In fact, when I researched tools to use for the project, I did find whiteboard tutorials that used Fabric. However, some of these tutorials were outdated with some imports not working. I am still experimenting with the library, but your suggestion reaffirmed my choice of using it.

# Other Reflections

The activities performed over the week were very productive to the progress of the project. The design phase of the project is mostly complete with the design specification document, flowchart, and other diagrams completed. These design artifacts will be used to present the project to the expert next week for a comprehensive overview of the project to gather feedback.

The showcase slides and stakeholder meeting were also productive activities performed this week. These activities allowed me to gather useful feedback about my current progress on my work. It helped inform me of additional revisions for artifacts, tools to research, and to reconsider development priorities.

A significant revelation I had was that the schedule for the development timeline may have been too ambitious. I realized that learning the tools necessary to implement the project will take a much longer time to complete. Learning TypeScript and React Framework wasn’t too difficult but did take two hours longer than originally estimated. However, learning the Fabric library was more difficult. I personally did not find the documentation on Fabric to be very easy to parse compared to other technical documentation I have read. The tutorials using Fabric also sometimes are outdated and contain classes or calls that no longer function. As such, the development of the Battle Map feature may take a significantly longer time than I originally intended.

# Comments, Issues, Notes, Anything Else?

N/A

# Evidence of Work

**Stakeholder Interview Notes**

The stakeholder interview was held online with a game master. Questions focused on asking her experience as a GM, what tools and systems she uses as a GM, what pain points she had as a GM, what she expects from a VTT, and what she wants from a VTT. The notes are short and contain the base information gained from the interview questions.

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AI-generated content may be incorrect.

**Flowchart**

The flowchart was created to give a general understanding of how a game master would interact with the web application. The flowchart does not go in depth with the features of the project but instead focuses on the start of the app, saving the campaign, and closing the app. This artifact is helpful for an expert to look at in addition with the class and component diagram to give more feedback on the overall design of the project at this point.

A diagram of a flowchart

AI-generated content may be incorrect.

**Design Specification Document**

The design specification document has been revised with new sections, figures, and formatting added. Some highlights are the new token and battle map figures, the architectural descriptions for the class and component diagram, and an additional section in the contingency plan regarding feature prioritization. This revised document will be useful for the expert to review to give feedback on the project and give an overview of the project to readers on what the project is.

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AI-generated content may be incorrect.**

**Showcase 1 Presentation**

The showcase 1 presentation contains slides that give an overview, goals, artifacts, progress, future tasks, and questions about the project. The slides were mostly made up of the artificats made in the previous two weeks including the SRS document, domain diagram, class diagram, and component diagram. The slides were made to gather feedback and suggestions from peers and the professor for the project.

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AI-generated content may be incorrect.**

# Interaction Report

Interaction Type: Stakeholder

Interaction Date: 7/10/25

Attendees: Jasper Yeung

## Summary of Interaction

The stakeholder meeting was held with a game master (GM) in an online interview format. In the interview, questions were focused on the stakeholder’s experience as a GM, tools used as a GM, expectations feature in a virtual tabletop (VTT), and desired features in a VTT. Some crucial information gained was about other roleplaying games such as Realming which is not a tabletop roleplaying game but has many similarities including visualizations, number of players, and the presence of a GM. Another highlight was when asking for expected features one was audio. The stakeholder said that audio was more useful to them over visual scenes.

## Action Items

* Reconsider raising the development priority of RP Scenes and the Audio Controller features.
* Reconsider lowering the development priority of the Turn Menu feature.
* Find libraries and APIs for audio functionality in JavaScript.

## Reflection on the Interaction

Because I am also a GM, this meeting was very productive in that the stakeholder was a different kind of GM from myself. While I am a rules-heavy GM who likes to create battles and visual scenes, the stakeholder is a rules-light GM who likes to create more roleplaying scenes and auditory additions. Getting feedback from the stakeholder allowed me to have a broader understanding of the expectations and desires of a VTT aside from my own. Because of this feedback, the development priority for certain features may have to be raised and additional tools to be researched sooner to implement them.