**AGREED PROJECT PROPOSAL DOCUMENT**

Student: Adam Kelso ID: B00765227 Mentor: Simon Fraser

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| **Draft Project Title**: Interactive Dungeons & Dragons Character Sheet |
| **Project Description (300 words)**:  The origin of my final year project idea derives from my hobby of playing D&D, or most known as ‘Dungeons and Dragons’, which I have playing for approximately 3-4 years. Starting from my second year attending my course at Ulster University I have been a member of the official Dungeons and Dragons society[[1]](#footnote-1) having taken part in four different games, or as more officially known as ‘campaigns’; all of these games that I have been engaged in have, as a majority, been played in person on campus; although as of around March 2020 have taken place online on an online platform known as Roll20.net (the name deriving from a die used in various TTRPGs or Tabletop Role Playing Games) which has given me a form of inspiration of what I wish to achieve in my own project as while the website allows users to have a web-based form of their character sheet, one is also given the ability to interact with the sheet to automatically roll the required die and form calculations required for chosen situations such as attacks and ability rolls.  The main issue I hope to address through the development of my application is to streamline the gameplay process. The issue I hope to address is the fact that character sheets are vitally important to the game; unless the player has memorised every intricacy of their sheet, without their character sheet the player cannot play the game. What I hope to achieve is to allow my users to not be required to keep their stats and information on a physical format through a paper character sheet but instead be able to keep their character sheet in an electronic format such as on their phone. Moving on from always keeping their character sheet on them preventing loss of the sheet or simply losing it, I also hope to speed up the character creation and rolling process by allowing the user to create their character directly to the application and once this stage of the application is finished and stable I hope to allow the user to interact with their sheet to automatically roll all required dices and all any related bonuses (I will go into further detail about the application in my project aims).  As for my intended user audience I aim to mainly cover the playerbase of the 5th edition of dungeons and dragons as that is currently the most widely used and currently versions of the game being used as of date as well as the only edition that I currently hold knowledge of; however, come the end of my project, I may upload my project to GitHub and allow others to add upon it as an open-source project. |

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| **Project Aim**:  To break my project down to its base aims and targets for its initial phase it would have to be:   1. allowing the user to create their character sheet using a form which ask them a series of character-building questions such as their characters name, race, and class 2. Once the user has selected their race the system will keep in mind what stat bonus will be added to their base stats in the end 3. The user will then roll four six-sided die keeping the highest three values for a total of six times to create an stat-array which they later assign to each of the six attributes of their character 4. Have the finished character sheet saved as a separate file which the user can use later   Once the initial character sheet system is in place, I hope to go from its initial prototype stage into more than just a sheet creator by allowing the to see an interactable sheet which they can click on options to automatically roll their die and add any required bonuses to their roll; by doing this I will allow groups to speed up their turns as they will no longer need to; roll their die, navigate to where on their sheet the needed stat is only to need to try and figure out what they will need to add to a roll, and I’m not done there as they will still need to do the maths in their head to find out their end roll’s total; with my app I hope to take a 1-2 minute process for rolls into 5 seconds. |
| **Copyright/IPR/Commercial Sensitivity**:  *If appropriate, provide evidence that any issues of commercial sensitivity, intellectual property rights or data protection associated with the project which may be of concern to stakeholders have been noted and resolved to the satisfaction of all parties. If these matters do not need to be considered simply state that the project does not raise issues relating to copyright, intellectual property rights or commercial sensitivity* |
| **Hardware and Software Resources to be used within the project**:  *Indicate the resources required (both hardware and software). There is a need here for you to ensure that there are no restrictions or similar on acquiring or accessing these resources and ensuring appropriate support for these is in place for the duration of the project.* |
| **References (Use Harvard Style)**:  *Where appropriate provide references to published works which support your framing of the project background and/or demand for the project deliverables. If you have none, simply state “None”.* |

1. https://www.uusu.org/organisation/uusudanddsoc/ [↑](#footnote-ref-1)