

Joseph Eppinger

Jake Farrar

Remy Brandriff

Jacob Lemon

Justin Shaner

CS 386 Final Project

https://github.com/LugwellDR/CS386\_TeamAvatar

**D.1 Inception**

CS36 Software Engineering

Spring 2018

Dr. Marco Gerosa

**Introduction:**

Dungeons and Dragons Companion App:

The Application works with fifth edition Dungeons and Dragons rules to assist DMs and players alike. The app will include functions which aim to eliminate the need for any other peripherals other than books or game boards, during development and game play. The intention is for the app to be compatible with various roleplaying games, including Pathfinder, rather than exclusively D&D, though D&D is our main focus as one of the most popular RPGs.

**Initial value proposition and consumer segments:**

IVP:

Most extensive D&D resource collection application to eliminate the use of heavy and cumbersome books while playing D&D.

CS:

Customers would want to use this app to help them play D&D

Customers would use this app instead of carrying around books

Customers who would use this app would be in their teenaged or young adults’ years.

**Interview summary:**

Jacob’s Interviews:

-Arielle Lemke, Junior at ASU, interview on 2/9/18, 20 years old, heard of D&D

Arielle told us that she plays board games but never anything along the lines of D&D. “If I were to use an app for board games, I would want a rule book that simplifies all the rules for a user.” She said that the idea is interesting but would need time to know for sure. She would not probably be a user of our application. The interview helps confirm the idea that customers want something that reduces the need for large rulebooks. This interview is something we don’t need for our development.

-Spencer Nicolds, Junior at NAU, interviewed 2/8/17, 21 years old, played D&D once

Spencer told us that his experience with the game was somewhat limited but “I felt that without help the character creation was long and drawn out.” The app could include a randomization option for characters which would help new players like Spencer understand and play faster. He sounded interested in the app. The team learned that people have interest in the app if they have played D&D before.

Jake’s Interviews:

-Brian Hooper, Junior at NAU, interviewed on 2/7/18, 20 years old, played D&D for over a year

Brian told us that this type of app would be helpful. He said “I am tired of bringing around my computer to my sessions. I believe this app would be beneficial to me” He also said that “The app needs to look good and fit the overall theme of the game. I would like to have a few customization options within the app itself.” We thought that our app was just for people with books but this showed us that it relates to computer users of D&D as well. Our hypothesis of people wanting this app was validated a little bit. This assessment is a must have for development.

-Bill Barker, Junior at ACU, interviewed on 2/8/18, 20 years old, never played D&D but frequent board gamer.

Bill told us that this app would not be beneficial for him personally but he sees the implications of the app and how it could benefit others. “I understand the struggle that people have with all their books. My uncle has told me about how it's difficult for him to keep everything in order.” However, he was not sure if his uncle would use an app like this. This interview never really provided any validations for our hypothesis but suggested that older people would use an app like this. This assessment for the interview is don’t care, since Bill has never played D&D.

Joe’s Interviews:

Justin’s Interview:

Remy’s Interviews:

-Schuyler Smith, Junior at NAU, interviewed on 2/6/18, 21 years old, regular D&D Dungeon Master and player for several years

While interviewed during a prep session for his current campaign, Schuyler expressed great interest in the app. He complains of having to “haul” his collection of D&D books to and from sessions, in particular for character creation; along with requesting a customizable dice roller, he also suggested the app have some sort of character sheet feature, so players wouldn’t have to worry about losing or forgetting papers. This is a feature we had already planned on, but confirmation from a frequent DM is useful, as it validates customer need. Schuyler is interested in being interviewed or consulted again in the future, and requests we let him know if the app is ever fully developed; he may be someone we want to consider in case of demos.

-Emory Goodrich, Sophomore at NAU, interviewed on 2/6/18, 21 years old, new to D&D this past year

Emory was interviewed at the same session, as a player in Schuyler Smith’s campaign. As they developed their spellcaster character, they suggested a “spellbook,” to help keep track of what their character could and couldn’t do; this may fall under the reference portion of our app, but will be kept in mind. Emory said the app sounded like a good idea, though they like the use of hardbound books and computer references because “they’re easier to read.” This assessment reminds us that an important part of development is usability across the board, in particular ensuring accessibility for users with a variety of abilities. Emory agreed with Schuyler that they would be interested in the app in the future.

**Final value proposition and consumer segments:**

FVP:

CS:

**Group Participation:**

Joseph Eppinger:

Jake Farrar:

Remy Brandriff:

Jacob Lemon:

Justin Shaner: