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CS 386 Final Project

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

**D.1 Inception**

CS36 Software Engineering

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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:

-Michael Scherban, Eastern Connecticut State University Graduate, interviewed on 2/8/18, 25 years old, a frequent D&D DM and player.

Michael says that the best part of Dungeons and Dragons for him is the immersive experience and storytelling that the game allows. He believes the app could streamline his playing experience in a way that allows him to better take advantage of the parts of the game he enjoys. He thinks that nice features to have may be character sheet management tools, dice rolling, notes and map tools. These are features we planned to implement. Michael says, “Anything that streamlines the process of rules management is a boon.” He says that this app could be very useful to him as both a Dungeon Master and a player. Assessment: Must have.

-Katie Sanders, Student at University of Connecticut, interviewed on 2/7/18, 24 years old, a semi-frequent D&D player.

Katie believes that many of the things which our app would provide a lot of useful tools, but not necessarily mandatory ones. She believes that this app could be incredibly helpful for her so long as it was not too difficult to use or too expensive. When she plays Dungeons and Dragons, often she skips over many of the rules because they are perhaps too complicated. She thinks that she may reconsider these rules is an app can properly manage these interactions for her. This is not an outcome we expected. She believes the app could be a powerful tool for players if it addresses the issues players have in a succinct way. Assessment: Nice to have.

Justin’s Interview:

-Jerry Taylor, manufacturing tech at Intel, 29 years old, originally interviewed 2/6/18, re-interviewed 2/9/18, no experience playing D&D. Interviewed over Discord.

The original interview covered peripherals of board games since I already knew he had little experience with Dungeons and Dragons. We talked about when he played board games growing up and most of the time, they had missing dice or other pieces. Having an application that would replace some of these would be nice to have. In the second interview I directly asked him about what he knew about creating characters and the overall gameplay loop. He acknowledged that he didn’t know much, and I explained what I knew and read from the starter pack edition. He agreed that a game with that much detail would benefit from an application. His final opinion would be nice to have.

-Conrad Shutts, federal prison correctional officer, 28 years old, originally interviewed 2/7/18, re-interviewed 2/9/18, no experience playing D&D. Interviewed over phone call.

The original interview covered peripherals of board games as with the other interview. My friend has two children aged seven and five years old. We talked about how most of their games are missing pieces and buying new dice is just something they do when they decide to have a game night. Other issues included having sticky dice and die thrown across the room. He thought that an application would be nice to have so they wouldn’t have some of these problems and their children treat electronics much better than any plastic pieces contained in board games. The second interview, I asked him more directly about D&D. He was aware of the gameplay loop, but character creation was still a mystery to him. We talked about how long the rules could be and his final opinion would be nice to have but not needed.

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: Most extensive D&D resource collection application to centralize tools such as character sheets, dice, maps and spellbooks.

CS:

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

Customers who would use this app would be adults in all age ranges.

Customers would like to use this app to streamline the rules process.

**Group Participation:**

Joseph Eppinger: Conducted 2 interviews. Wrote the Final Value Proposition and Customer Segment. 20%

Jake Farrar: Conducted 2 interviews. Wrote the Initial Value Proposition. 20%

Remy Brandriff: Conducted 2 interviews. 20%

Jacob Lemon: Conducted 2 interviews. Wrote the initial Customer Segment. 20%

Justin Shaner: Conducted 2 interviews. Wrote the front page 20%