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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.

**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:

Jake’s Interviews:

-Brian Hooper, Junior at NAU, interviewed on 2/7/17, 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 2/8/17, 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 is a Don’t care, since Bill has never played D&D.

Joe’s Interviews:

Justin’s Interview:

Remy’s Interviews:

**Final value proposition and consumer segments:**

FVP:

CS:

**Group Participation:**

Joseph Eppinger:

Jake Farrar:

Remy Brandriff:

Jacob Lemon:

Justin Shaner: