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CS 386 Final Project

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

**D.2 Requirements**

CS36 Software Engineering

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Dr. Marco Gerosa

**1. Positioning:**

**1.1. Problem Statement:**

The problem of disperse and unorganized campaign materials affects roleplaying game players; the impact of which is difficulty and frustration in creating and playing campaigns.

**1.2. Product Position Statement:**

For players of roleplaying games, Dungeons and Companions App is a planning and resource app that consolidates information related to Dungeons and Dragons and other roleplaying games to provide a centralized resource for players; our product provides a wide variety of resources and tools in a multi-platform manner.

**1.3. Value Proposition:**

Dungeons and Companions App is a multi-platform planning and resource app that allows players of roleplaying games to access reference information and use interactive tools to aid in character and campaign creation, as well as gameplay.

Consumer segment: D&D players who struggle to find organized information

**2. Stakeholders:**

* Players of D&D and other similar roleplaying games
* Dungeon/Game Masters creating campaigns and managing players
* Team Avatar (development team)
* Publishers of roleplaying games

**3. Function Requirements:**

1. The app must store books and other D&D materials
2. The app must be able to roll dice
3. The app must be able to create random characters
4. The app must be able to link players in a game
5. The app needs to have a way for players to edit their characters

**4. Non-Function Requirements:**

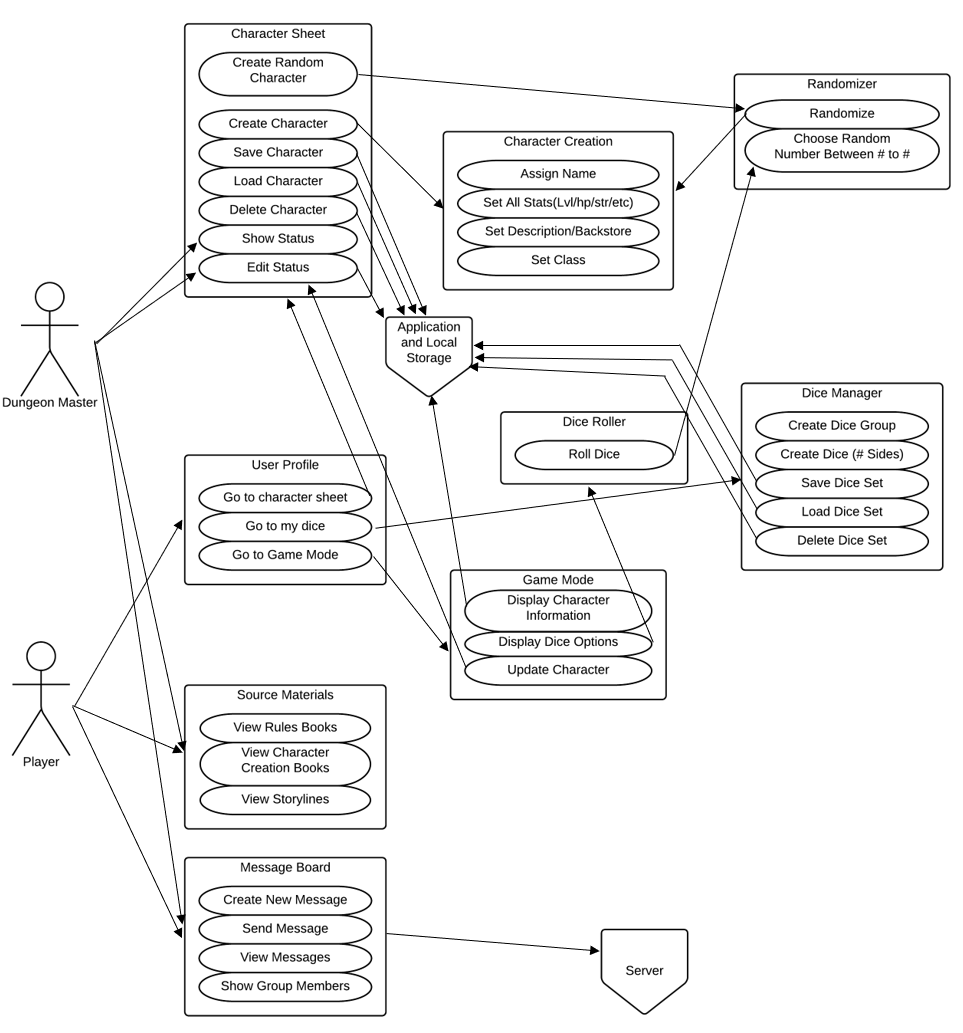
1. The app will have a simple database to view the materials
2. The app will have an easy-to-use automatic dice roller
3. The app will have a reliable character developer
4. The app needs to have a secure and effective server to provide connections.
5. The app needs to have a visually appeasing design to create a character

**5. Minimum Viable Product (MVP):**

The strategy that our group is going to work in very small steps. We have decided to start with the database and first creating an app that holds all the material and can be used. We will then take on the editing of the characters next, then the randomizer and if we can develop a server for players then we will create the player lobbies. Extensive testing will be done with users on the app between each creation of the newest function and we will fix most of our problems before going onto the next step.

**6. Use Cases:**

**6.1. Use Case Diagram:**



**6.2. Use Case Descriptions:**

*<One use case description per group member>*

1. Use Case: Roll Dice

Actor: Player

Description: The player hits a button and rolls a certain type of dice.

Pre-Conditions: The app is open to dice tab.

Post-Conditions: The player gets a result from the roll.

Main Flow: The player opens the dice roller section of the app. The user selects a type of dice and how many. Then the app calculates the total and returns it to the user.

2. Use Case: User Interface

Actor: Player

Description: The player interacts with the app and the different functionalities.

Pre-Conditions: The app is open.

Post-Conditions: The player interacts with the app.

Main Flow: The player interacts with the different sections of the app. The app’s user interface design is organized and responsive while being used.

3. Use Case: Chat Board

Actor: Player

Description: The player needs to interact with a dungeon master.

Pre-Conditions: The app open in the messages section.

Post-Conditions: The sends a message to a dungeon master.

Main Flow: The player needs to interact with the dungeon master. The player opens the app and selects the dungeon master to message. The player sends a message to the dungeon master. The dungeon master receives the message.

4. Use Case: Character Sheet

Actor: Player

Description: The player needs to find/create information about their character.

Pre-Conditions: The app is open on the character sheet page.

Post-Conditions: The player interacts with the character sheet to create or find information about their character.

Main Flow: The player needs to find out information or create their character. The player opens up the character flow of the app. The character is able to create or update information on their character.

5. Use Case: Rule Book

Actor: Player

Description: The player looks at the rulebook to find out how to proceed with an action.

Pre-Conditions: The rulebook is open.

Post-Conditions: The rulebook is open and the player found out how to interact with the current situation.

Main Flow: The player is confused about how to proceed with the current situation. The player opens the apps to look at the rulebook. The rule for the current situation is found and the player is appeased.

**Use Case:** Create Character

**Brief Description:** This use case will start the process of creating a character

for a player.

**Actors:**

Player: A user who want to create a new character for a D&D campaign.

**Preconditions:**

Application must be running.

**Basic Flow of Events:**

1. User opens application.

2. User goes to character manager.

3. User chooses Create Character option.

4. User is taken to Character Creation screen.

5. User is prompted to assign character name.

6. User selects character class.

7. User rolls for all stats as per character creation rules.

8. User can write character back story (optional).

9. User is prompted to save character.

**Alternate Flows:**

In step 3, User chooses to Create Random Character.

1. User prompted for Character Name.

2. All stats and class assigned randomly.

3. User can write character back story (optional).

4. User is prompted to save character.

In step 9, User chooses not to save character.

1. User is prompted to exit character creation or restart character creation.

**Post-conditions:**

User has a new character created for a D&D campaign.

**Special requirements:**

Enough Storage for character data.

**7. User Stories:**

*<Two user stories per group member: Adopt the following format: "As a <ROLE>, I want <SOMETHING> for that <GOAL>." Priority, Hours to complete demand.>*

Remy:

* As a Dungeon Master, I want to be able to track my players’ progress for the campaign. *Priority: Medium, Hours to Complete: 10 hours.*
* As a player, I want to be able to easily see and manage my spells for that particular character. *Priority: Low, Hours to Complete: 5 hours.*

Jake:

* As a player, I want to be able to roll dice quickly and truly random. *Priority: High, Hours to Complete: 5 hours.*
* As a player, I want to be able to communicate with my Game master. *Priority: Low, Hours to Complete: 10 hours.*

Jacob:

* As a player, I want a clear, concise, and organized user interface to make the app easy to use. *Priority: High, Hours to Complete: 15 hours.*
* As a player, I want to be able to be able to receive notifications when other players message me. *Priority: Low, Hours to Complete: 5 hours.*

Justin:

* As a new player, I want to be able to choose a pre-created character, so I can get into playing the game quickly. *Priority: Low, Hours to Complete: 5 hours.*
* As a new player, I would like to be able to search for help when I have little idea what to do during the game. *Priority low, Hours to complete: 5 hours.*

Joe:

* As a dungeon master, I want to be able to look up the rules for a specific situation in a quest. *Priority: High, Hours to Complete: 5 hours.*
* As a new player, I would like to fill in or update information about my character on a character sheet . *Priority High, Hours to complete: 10 hours.*

**8. Trello:**

https://trello.com/b/kGudYPUZ

**Group Participation:**

*< Example: Justin Shaner: In one sentence, describe stuff done for this deliverable. (20%) >*

Joseph Eppinger:

Jake Farrar: Worked on sections regarding the case diagram, requirements, and user stories. (20%).

Remy Brandriff: Worked on sections for problem statement, product position statement, value proposition, and user stories (20%)

Jacob Lemon:

Justin Shaner: Updated Use Case Diagram, included two user stories and a Use Case description. (20%)