

Team Root Beer Floating Point

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Software Engineering Assignment 2

CS 400-01 Software Design and Development

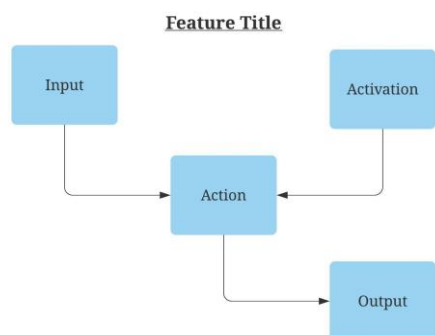
Fall 2021

Design Artifacts Document

Introduction

Venture Forge is a platform that allows for the implementation of user-created character creation tools. This means that users will be able to create or use these character creation tools to make and modify character sheets for a variety of TTRPG systems. Additionally, users will be able to create campaign groups with other users which use these TTRPG systems and user-made character creation tools in order to actually play games within these systems. In this document, the specific features and functions of Venture Forge are outlined as well as personas representing archetypes of potential users of the Venture Forge product. From these, we can more clearly define how users will interact with the product as well as what functions and features these users will need. While a plethora of character creation tools for specific TTRPG systems exist, only Venture Forge provides the ability to create, use, and share these tools in one location.

Feature Diagrams



1 - Create Character Sheet

Input

- The name of the character

Action

- A new character sheet is created with the name chosen by the user

Activation

- The user clicks 'new character sheet' and types in the character's name

Output

- The user sees the blank character sheet with the character's name

2 - Set Attributes

Input

- The numbers that will determine the character's attributes

Action

- The numbers are recorded and assigned as values in the character sheet

Activation

- The user types in the numbers

Output

- The user can now view these values on the character sheet

3 - Change Health

Input

- Character health changes

Action

- The health is being recorded and assigned as the health value

Activation

- The health change being typed

Output

- The user views the change in his character health

4 - Upload Character Image

Input

- The user desired image

Action

- The image being uploaded

Activation

- The user click upload image

Output

- The user image displayed

5 – Enter Character Description

Input

- The description of the character

Action

- The text enters is being recorded

Activation

- The user type in the description of the character

Output

- The character description is displayed

6 – Add Inventory Entry

Input

- The user adds item to the inventory

Action

- The item is being added to the inventory

Activation

- The user clicks on the option to add the item

Output

- The item stored and displayed into the inventory

7 – Save Sheet

Input

- The information currently on the character sheet

Action

- The information on the character sheet is stored

Activation

- The user presses the save button or uses the keyboard shortcut

Output

- A popup temporarily appears with text letting the player know that their changes have been saved

8 – Edit Sheet

Input

- The character sheet that the user wishes to edit

Action

- The information on the specified character sheet is loaded

Activation

- The player clicks the ‘edit’ button on a list of available character sheets

Output

- The character sheet appears to the user

9 – Select Race

Input

- The fantasy race that the player selects for the character

Action

- The selection is recorded for the user’s character

Activation

- The user clicks an option on a list

Output

- The race shows up on the character sheet along with other associated information

10 – Select Class

Input

- The class that the player selects for the character

Action

- The selection is recorded for the user's character

Activation

- The user clicks on an option from a list of classes

Output

- The class shows up on the character sheet along with any associated information or changes

11 – View System Rules Document

Input

- The document that contains all of the rules of the system that the character is being created in

Action

- The document is loaded

Activation

- The user clicks on a button to display the document with the system's rules

Output

- The user is now able to see the document

12 – View Lore and Setting Document

Input

- The document with all of the associated background and lore in the campaign

Action

- The document with the campaign's lore is loaded

Activation

- The user clicks on the option to see the background and lore

Output

- The user can access the document

13 – Remove Inventory Entry

Input

- The entry in the character's inventory that the user wishes to remove

Action

- The entry is removed from the character's inventory list

Activation

- The user clicks a button next to the entry

Output

- The entry is no longer visible on the character's inventory

14 – Equip Inventory Entry

Input

- The inventory entry that the user wishes to equip

Action

- The inventory entry is set to the equipped status

Activation

- The user clicks the equip button next to inventory entries that can be equipped

Output

- The item is visible as an equipped item on the character sheet

15 – View Inventory

Input

- Inventory

Action

- Select inventory button

Activation

- Inventory data is retrieved from the character sheet and loaded in

Output

- Inventory is displayed including the items or lack of items within

16 – View Abilities

Input

- Abilities

Action

- Select abilities button

Activation

- Ability objects are retrieved from the character sheet and loaded in

Output

- Display abilities or lack thereof

17 – Add Abilities

Input

- Abilities (Strings, numbers)

Action

- Select add abilities within abilities panel

Activation

- Records new ability object within ability panel

Output

- New ability is created and displayed in panel

18 – Remove Abilities

Input

- Abilities

Action

- Select ability and then select remove button

Activation

- Ability object is removed from character sheet

Output

- Ability object no longer displayed

19 – Roll Dice

Input

- Numbers

Action

- Select dice icon while having a number field already selected

Activation

- Random number generator generates a number within a specified range

Output

- A random number appears in the selected number field

20 – Customize Character Sheet

Input

- Panels

Action

- Select a panel and drag it around to another area of the UI and then release or deselect the panel

Activation

- Panel object is changing locations within UI and will push around other panels until finally let go

Output

- Panel is in a new location (other panels may be affected and in new locations as well)

Personas

Jeanine, an experienced Game Master

Jeanine, age 36, is a journalist in Los Angeles, California. From her youth, she has been interested in creative writing, leading her to begin playing TTRPGs in her early 20s. Since then, she has played in a variety of different settings both as a player and as a DM (Dungeon Master) or GM (Game Master). When she isn't working, she can be found playing or streaming TTRPGs online or volunteering at TableTopLA, an organization that teaches local youth to play TTRPGs, inspiring them with a love of creative writing while getting them to do math through the mechanical aspects of TTRPGs.



While Jeanine has used many character creation tools and various software applications for mapmaking, item creation, and other TTRPG preparation activities, she has been unable to find any tool that she likes as much as pencil and paper. However, she is constantly on the search for tools that can be useful both for her home games and with her volunteer work at TableTopLA.

Tiffany, a regular in the TTRPG sphere

Tiffany is a first year at NYU pursuing a master's in mathematics. Starting during her first years of college, Tiffany has been participating in D&D games hosted by her friends on the weekends. At first it was just an event to hang out with her friends but evolved into a genuine hobby that she finds herself investing most of her free time. Otherwise, she just hangs around her local Starbucks enjoying Fall beverages and making Tik-Toks. After a few years of playing, she finds herself getting bored of the same old settings and environments.



Tiffany uses D&D Beyond to manage most of her character creation. She found it perfect for the campaigns she's been playing all throughout her undergrad. But after some years of playing the same version of D&D with the same options on D&D Beyond, Tiffany has been itching for something new. Tiffany wants to explore more TTRPGs and dive into new lore instead of sticking with her old routine in D&D.

Term, a newcomer to TTRPG

Term, age 24, is a student at Ohio University in Athens, Ohio. Originally from Saudi Arabia. He is pursuing a bachelor's degree in computer Science. Since a young age, he was fascinated by technology. With his interest to technology, he gravitated toward playing video games. He is an introverted person. He has played variety of different game genre but has not tried TTRPG yet. He has been following the scene of D&D and watched multiple playthrough and decided to try it himself.



Although, Term, is familiar with how the game played from watching it. He did not go through the process of creating a character and coming up with a background for it. He has been looking forward to the time he gets in his character and roleplay it. He wants to become an expert in creating background and stories and sees a place for him to be in the scene of TTRPG. Even though, it might be awkward at the beginning. Term looking for more fun in the long run

Scenarios

Jeanine Scenario: Starlight and Spaceships

After years of work on TTRPG content of her own creation, Starlight and Spaceships, Jeanine would like to put this system out onto the internet for her own use as well as others. However, every tool that she has found for user-generated content makes the process of putting it online feel bulky and confusing. Additionally, she wishes for her friends to be able to use this content as well, yet the prospect of handing newcomers to this system a character creation tool seems daunting.

After discovering Venture Forge, Jeanine logs on and enters the content creation menu. From here, she can begin the creation of the module for the Starlight and Spaceships System. In order to get started, she needs to upload documents containing the system's lore and rules for players who wish to pick up this system and learn about its mechanics and setting.

After that, she sets about creating the character sheet that the players will use to keep track of their stats, abilities, and items. She chooses the generic template provided by Venture Forge but decides to make certain changes according to the system. To do this, she drags around the boxes containing different aspects of the character sheet and deletes unnecessary portions that do not apply to her own system.

Next, she sets about setting up the classes that will be used in Starlight and Spaceships. She creates a set of classes and defines the features that will be given to the different classes based on

their level. This sets certain features and abilities to show up on the character sheet once the player reaches a certain level according to the character sheet design that Jeanine specified.

Finally, Jeanine is ready to create a survey tool that will be used to introduce the players to different classes. She sets up questions such as “Would you like your character to be better at flying your ship or fighting outside of it?” which direct the player to a class that seems interesting to them even if they do not have total or perfect knowledge of the system. Once this tool is completed, Jeanine is ready to put the module on the Venture Forge website where it is possible for others to discover it.

Jeanine Scenario: TableTopLA Group

In her volunteer work at TableTopLA, Jeanine is about to be a Game Master for a group of kids who are playing a TTRPG for the first time. In order to make the learning curve of picking up a new system easier, Jeanine finds that system in Venture Forge and prepares a campaign as the GM.

For this, Jeanine creates a defined group of Venture Forge users and creates a campaign menu for them where they can create and access their character. Additionally, Jeanine uploads documents detailing the campaign’s storyline as well as a couple of documents for her own use that she sets to a mode that hides them from the players.

Turning her attention to the campaign’s mechanics, Jeanine chooses for Dungeons & Dragons to be the system that the party will use and create characters in. However, knowing that she is working with inexperienced players, she decides to disable certain classes in the module, meaning that the players will not be able to make characters of specific classes in the campaign that she deems too complicated for the young beginners.

Once these details are ironed out, she can log the party members into their Venture Forge accounts to join the campaign that they have been invited to and create a character within it. They then go through the character creation survey tool in order to experience a simplified character creation process.

Finally, the characters are created, and the campaign can begin! In the campaign menu, Jeanine lets the players know that they can access a list of the characters in the campaign as well as basic stats such as the health, stamina, and class of their fellow party members.

Jeanine Scenario: NPCs for Combat

Once a week, Jeanine plays the TTRPG Cyberpunk 2020 with a group of her friends online and streams the game over Twitch. Recently, Jeanine has noticed that deciding the actions of non-playable characters (NPCs) and tracking their stats in combat has been slower than she wants, especially while streaming for a small, yet committed, audience. Additionally, the process of creating these enemies has taken her a good deal of preparation time.

In order to fix this issue, she turns to the GM menu of Venture Forge, where she has the campaign set up for her group. In this menu, she is able to create NPCs and decide whether the party will be able to see their stats and abilities. For the enemies that she plans to create for this week's session, she sets the visibility to "hidden."

Instead of using the regular character creator for Cyberpunk 2020, she uses the enemy creator tool to generate more generic versions of characters which will be used as enemies. In this menu, she is able to choose enemy archetypes, such as "tank," "spellcaster," or "ranged attacker" and watch as Venture Forge creates a simple version of these character sheets for temporary use.

Later, in the middle of the session, the party enters combat with these enemies. At this point, Jeanine accesses the combat view, which allows her to see and modify the order of combat. From this view, she can click on certain enemies and see their basic attacks as well as change their health as combat ensues.

Additionally, this menu allows her to press a button to virtually roll dice and see a faster and more streamlined version of these characters' actions in combat. Through this menu, she can keep track of the health and abilities of the players and manage combat accordingly. This allows her to speed up the action, keeping the party and the viewers engaged.

Term Scenario: Creating a character

Term is a new player in the TTRPG scene. He is also somewhat familiar with the game concept from watching other people play it. He has not gone through the process of what it goes through to come up with a character to role-play. Term is having trouble deciding what his character should imitate. But he wants to start roleplaying in-game.

Term tried using some of the tools that are provided already but was overwhelmed with sheer openness as a new role player. That's when he discovered Venture Forge. As a first timer, he wanted to make a character based on the use of magic. But did not know what type of magic his character would use.

He logs on to his newly created account on Venture Forge. After navigating to the character creation section, He was giving a prompt asking him if he was a new playing or a regular. Since Term was new, he chose a new playing. He would enter a beginner mode that gives him a basic template of characters. Since Term wanted a magic-user character, he navigates to the magic-user option. Then was given a couple of types of magic users, such as ice mage, arcane mage, fire mage, healer, and hybrid. He navigates to choose his liking to start with.

Next, he needs to set up a background story of his character. Most new playing finds it difficult to come up with a background. He will be giving a template by Venture Forge of what you should include in your character to help to start a background story. The template will have an example character background to help the new player. In the template, he will decide what race, age, intelligence, clothes, personality, ideals, bonds, flaws, backstory, obligation, mystery of character past, and preference. Also, in the template Term will be giving some situations that his

character will be in, so it helps him come up with the way his character will interact with the world he will be in. The template will provide an option of a recommendation of skills based on the class chosen or custom start.

Term Scenario: D&D Tinder

All his life, Term has only played single players games. As a kid, he used to have friends, but as he grew older, he became more introverted. He enjoys watching other people play TTRPG games and live through their experiences. But after watching multiple campaigns. He decided to experience the thrill of roleplaying a character you made of from imagination. Term wanted to have fun along with other role-players, but he does not have many friends.

After deciding that he want to play and not only be on the sidelines. Term found Venture Forge, a place the holds a community of new, regulars, driven, friendly players. He creates a new account and logs in. Before he finds a group of players, he needs to set up his profile so other people can know something about him. He navigates to set up his profile and characters. He uploads an image to represent his character as a part of the community.

Next, he goes through the process of creating a description of the character he wants to roleplay. He rights down all the details of his character from a small thing, such as the way she laughs and walks. To her ideals, secrets, flaws, strength, and so on.

After finding a perfect description of his character, he selects tags of what represents his character. He customized his profile in a way that represents his character. After setting up his character profile. Term navigates to the find a friend tap. In the find a friend tap, Term swiped on through profile of what could find and sent a friend request so that he can play with whoever he swiped with.

After going through some profiles, he went to the group finder tap to look for a potential group to play with. He finds a group that is looking for a fire mage to go with their group theme. Term got excited since the character that he wants to role play is a fire mage. So, he immediately sent a request to join the party. After being accepted into the party, Term, started introducing himself and the character he is role-playing.

Term Scenario: In-session features

Term finally is going to play his first session of D&D. He has been watching other people experience what he wants. After finding a group at Venture Forge. Term wanted to prepare for his first session but does not know how much he should prepare. He is afraid that he would over-prepare and get lost during the session. Term was giving a template that shows steps of what you do before a session. -

After preparing for his first session with the help of Venture Forge guidance. Term got in his first session as a newcomer to TTRPG. Term was happy to see his character model displaying to him

others to see. He looked and saw the other player's character model and got a sense of the characters he is playing with.

After that, Term opened his character sheet to see his stats, bonuses, equipment and got a rush that he never had. He couldn't believe he is actually about to role-play a person he created. He then wanted to view his skill. He clicks on view skills and saw that he has a fireball skill. After that, he viewed what skills he will obtain as the campaign goes.

As the session goes, Term kept close attention to the events that occurred and wrote down what he thinks is important in his notes. His first combat by the end of the session. As he fought his enemies, he prepared his skill to use. He took some damage while fighting and was able to see a track of his health going down as the fight grows. Term was having a great time. By the end of the session, he made new friends and finally experienced what he had been watching other people experience.

Tiffany Scenario: Learn and Access New TTRP Systems

Tiffany one day finishes playing Vampire: The Masquerade on her PC. She finds herself captivated by the plot of the story and absolutely adores her character that she created. Tiffany looks online to see if a sequel is coming out but is disappointed with what she finds. However, along the way she discovers that Vampire: The Masquerade was originally a TTRPG with the same general lore and characters from the game. Tiffany wants to learn more about the differences between the TTRPG and the video game and see if she could recreate her character for the Vampire: The Masquerade system.

Tiffany boots up Venture Forge on her phone and searches for Vampire: The Masquerade. Tiffany finds a couple results but the one at the top made by user SacredSource seems the most promising after reading some of the user reviews and seeing the number of downloads.

Tiffany loads in Vampire: The Masquerade on her phone and starts browsing the information. Tiffany starts with the rule book and scrolls through the pages, trying to get a sense of how in depth the system is. She navigates to the lore section and skims through, seeing most of the lore is consistent with the videogame. Tiffany is a bit curious as to what changes were made in adding the main characters to the videogame and looks up some of the antagonists and other prominent NPCs. In general they remain the same but some extra details are added in their profile descriptions to really flesh things out.

After studying some of the technicalities of the game, Tiffany decides to recreate her character from the videogame for the TTRPG. Tiffany boots up the character creator attached to the Vampire: The Masquerade module she found on Venture Forge and starts creating her character. She sets up the stats to reflect her character's starting abilities as close as to how her character started in the videogame and fleshes out the details of her backstory that could never be visited in the videogame due to the limitations of the media.

Completing her character and getting an understanding of the system, Tiffany talks to her friends during their next session and shows them her character and the module she found that would allow them to play Vampire: The Masquerade. The current campaign is coming to a close so they agree that when they're finished, they'll look into Vampire: The Masquerade as their next setting.

Tiffany Scenario: Customize Character Sheet

Tiffany has been using DnD Beyond since she started playing DnD. But Tiffany has found the layout of her character a bit tedious. Some information she finds unnecessary to know and other parts are inconvenient for access.

Tiffany boots up Venture Forge on her desktop and pulls up her character list. She imports her DnD Beyond character and saves it to her account. Seeing the default loadout of DnD Beyond character sheets, Tiffany starts to edit her character sheet.

Tiffany starts to change the levels in which her data is stored. She creates new tabs that hold her inventory items as well as create new tabs that would quickly pull up item stats she frequently uses. Tiffany also knows what her level and current stats (such as HP) are in her head so she closes these stats out to give more space for other tools. Tiffany moves on to just rearrange the UI of her character sheet based on relevance so that less critical information like current notes and leave at the top her current character skills.

Tiffany is not only satisfied with her character sheet for this DnD session but resolves to write all her future characters for DnD in this format and saves the general template to her account.

Tiffany Scenario: Create Small User Content

Tiffany and her group just defeated a boss creature and completed a quest. The GM offers the party members a new personal item for every character. The GM suggested that he could make the items for the characters but Tiffany wanted to make her own item to give it a more personal twist.

Tiffany boots up Venture Forge on her phone and navigates to her character sheet. She decides to create a new Item in her inventory. Tiffany makes a special pair of boots named LUGGs and gives them stats to improve charisma when worn. She gives a description of how the boots were manufactured and came about into her hand. She even takes the time to go in depth on how it looks, how it was threaded. Everything one would need to know about the luxurious new LUGGs she has.

Tiffany saves the LUGGs as an item for the game and sends it to the GM for approval. The GM accepts the new LUGGs into the world and sends them into Tiffany's inventory.

Tiffany and her party can now see Tiffany's equipped item of LUGGs in game now and Tiffany can see the other new items her party members made as well.

User Stories

Jeanine Stories: Starlight and Spaceships

- As a creator of user content, I need to be able to create a menu for my TTRPG system so that anyone who wishes to play in that system can see its rules and classes.
- As a creator of user content, I need to be able to upload documents containing the specifics of the setting, lore, and rules of a system.
- As a creator of user content, I need the ability to use a tool that allows me to create character sheets that will be used by players so that they can view and modify stats and abilities.
- As a creator of user content, I need the ability to create a list of classes and provide information for the class's abilities and stats.
- As a creator of user content, I need the features and abilities that I create for specific classes to show up on character sheets for those classes.
- As a creator of user content, I need to be able to set my creation to be accessible to others who search for it.
- As a creator of user content, I need to be able to access a menu specifically for the use of content creation.
- As a content creator, I need the ability to create a character creation survey tool based upon the classes I create.

Jeanine Stories: TableTopLA Group

- As a game master, I need to be able to create a group that players can build characters in.
- As a game master, I need to be able to send invitations to other Venture Forge users to join a campaign that I create.
- As a game master, I need to be able to upload documents and set the visibility of these documents to hidden for party members.
- As a game master, I need to be able to modify existing character creation survey tools according to my campaign's specifications.
- As a game master, I need the group that I create to be able to see each other's stats.
- As a game master, I need to be able to upload documents to a group so that I can supplement existing TTRPG system and lore with campaign-specific documents.
- As a game master, I need to be able to view the character sheets of the members of my campaign group.
- As a game master, I need to be able to choose which TTRPG system the campaign group will use.

Jeanine Stories: NPCs for Combat

- As a game master, I need the ability to create NPCs within a campaign.

- As a game master, I need the ability to set the visibility of the NPCs and other materials within a campaign group.
- As a game master, I need the ability to create generic enemies quickly based upon their archetype.
- As a game master, I need the ability to store multiple NPC character sheets within a campaign.
- As a game master, I need the ability to create and change a turn order for players and enemies.
- As a game master, I need the ability to view player and NPC stats from a simplified combat view.
- As a game master, I need the ability to modify player and NPC health from a simplified menu as opposed to going to their actual character sheets.
- As a game master, I need the ability to virtually roll dice of different sides and numbers.

Term Stories: Creating a character

- As a newcomer, I need to know what the concept of TTPRG is so that if I want to play it, I know what it is.
- As a newcomer, I need to know what classes there are so that I know what to start with.
- As a newcomer, I need to be able to decide what is my character background, so that I can imitate it throughout the campaign.
- As a newcomer, I want the process of creating my character to be easy, so that I can create more characters in the future.
- As a newcomer, I need to know what characters should be structured like, so that I can create my own.
- As a newcomer, I want example scenarios my character will be in so that I can picture my character in action.
- As a newcomer, I need to know what skills my character will obtain will leveling up, so that I know the powers of my character will be.
- As a newcomer, I want to be able to customize my character traits, so that I can live my fantasies.
- As a newcomer, I need to know to rules of that game so that I understand how the game is played.

Term Stories: D&D Tinder

- As a newcomer, I need to login into my account so that I can be identified.
- As a newcomer, I need to upload an image so that I show how I want to be represented.
- As a newcomer, I want to discover other people so that I can play with them.
- As a newcomer, I need a description section, so that I can tell other people about me.
- As a newcomer, I want to put tags/interests in my profile, so that I will be put in categories of the same people with my interest.
- As a newcomer, I want the ability to request to join in a group ready in the process of forming, so that I can make friends.

- As a newcomer, I want the ability to find local D&D groups/events so that I can be involved in the D&D scene.
- As a newcomer, I want the ability to customize my profile look to my liking so that I can show others who I am.
- As a newcomer, I want the ability to swap on other people's profiles, so that I can match with people I want to play with.
- As a newcomer, I need to be able to see other people's profile descriptions and interests in a simple form so that I can know about who I am playing with.

Term Stories: In-session features

- As a newcomer, I want to know how much I should prepare for a session, so that I do not drown myself slowly in information and get lost.
- As a newcomer, I need the ability to see the cold down of my skill so that I know what skill I am able to use.
- As a newcomer, I need the ability to see how much health I have after taking damage so that I know how much my remaining health is.
- As a newcomer, I need to know how to prepare skills so that I can play the campaign to the fullest.
- As a newcomer, I need the ability to see my group characters models, so that I can talk to the character, not the person role-playing as it.
- As a newcomer, I want the ability to keep notes of a major event that my character got in so that when I come back to a new session, I can remember what my character is involved in.
- As a newcomer, I want a sheet that shows my skills and possible future skill as I level up so that I know what is available for me.
- As a newcomer, I want a sheet to show my character stats and bonuses so that I know how awesome my character is.

Tiffany Stories: Learn and Access New TTRP Systems

- As an experienced player, I want to be able to find the rule sets for a different/new TTRPG system
- As a player, I want to save progress in creating a character so I can take my time and work on it in sessions
- As an experienced player, I need information from the rule sets or systems to be easy to navigate so I can spend less time searching for specific information
- As an experienced player I need information to be laid out in a simple and easy to digest manner so things can be less intimidating to learn
- As an experienced player, I need to be able to find different system modules that I'm looking for specifically

- As an experienced player, I need to be able to differentiate between different modules in terms of quality such as through a rating system so that I'm less likely to use a module with poorly made character creators and lacking lore
- As an experienced player, I want to be recommended certain TTRPG systems and their user made modules so I can try new things every so often
- As an experienced player, I want to be able to easily reference the rules, classes, and stats of the system while creating a character

Tiffany Stories: Customize Character Sheet

- As an experienced player, I want to be able to manage my characters in a list of characters tied to my account
- As an experienced player, I want my UI preferences to be available on all devices, so I don't have to keep changing the settings for every system I log into
- As an experienced player, I want to have the option to make every device have its own UI settings in the situation that what I see on for example a desktop I prefer not to see on a phone app and vice versa
- As an experienced player, I want to save a character sheet layout as a template
- As a player, I want to be able to find other character sheet layout templates to use for myself
- As an experienced player, I want to be able to import character information from external sources
- As an experienced player, I want to be able to toggle features regarding my character sheet such as a live tracker
- As an experienced player, I want my character sheets to initially import important character sheet information relevant to the system being played

Tiffany Scenario: Create Small User Content

- As a player, I want to be able to import item templates
- As a player, I want items that affect my stats to be reflected in my character sheet
- As a player, I want parts of my inventory and character to be revealed to my party
- As a player, I want to be able to inspect other characters, items in my campaign
- As a player, I need to be able to compare the stats of characters and items and characters with/without items applied
- As an experienced player, I want to be able to create my own templates for item creation and have the same manipulation capabilities as a character sheet and have those templates be available for people within my game session
- As a player, I want to be able to connect my account to current game sessions with other players as in to form a party
- As a player, I need to be notified when an item is put in or removed from my inventory

Feature List

1 Character Sheet

Description

- As a creator of user content, I need the features and abilities that I create for specific classes to show up on character sheets for those classes.
- As a newcomer, I need the ability to see how much health I have after taking damage so that I know how much my remaining health is.
- As a newcomer, I want a sheet that shows my skills and possible future skill as I level up so that I know what is available for me.
- As a newcomer, I want a sheet to show my character stats and bonuses so that I know how awesome my character is.
- As a newcomer, I want to be able to customize my character traits so that I can live my fantasies.
- As an experienced player, I want to be able to manage my characters in a list of characters tied to my account
- As an experienced player, I want to have the option to make every device have its own UI settings in the situation that what I see on for example a desktop I prefer not to see on a phone app and vice versa
- As an experienced player, I want to save a character sheet layout as a template
- As an experienced player, I want to be able to toggle features regarding my character sheet such as a live tracker
- As a player, I want items that affect my stats to be reflected in my character sheet
- As a player, I want parts of my inventory and character to be revealed to my party
- As a player, I want to be able to inspect other characters, items in my campaign
- As a player, I need to be able to compare the stats of characters and items and characters with/without items applied
- As a player, I want to be notified when an item is put in or removed from my inventory

Constraints

- Functionality may be different for different TTRPG systems

Comments

- Based on Jeanine, Term, and Tiffany's scenarios

2 Character Sheet Creator

Description

- As a creator of user content, I need the ability to use a tool that allows me to create character sheets that will be used by players so that they can view and modify stats and abilities.

- As a player, I want to save progress in creating a character so I can take my time and work on it in sessions
- As an experienced player, I want to be able to easily reference the rules, classes, and stats of the system while creating a character
- As an experienced player, I want to save a character sheet layout as a template
- As a player, I want to be able to find other character sheet layout templates to use for myself
- As an experienced player, I want my character sheets to initially import important character sheet information relevant to the system being played
- As a player, I want to be able to import item templates
- As a player, I want items that affect my stats to be reflected in my character sheet
- As an experienced player, I want to be able to create my own templates for item creation and have the same manipulation capabilities as a character sheet and have those templates be available for people within my game session

Constraints

- This character creation tool will likely be more convoluted than the survey tool, making it somewhat inaccessible to newcomers

Comments

- Based on Jeanine's and Tiffany's scenarios

3 System Module Creator

Description

- As a creator of user content, I need to be able to create a menu for my TTRPG system so that anyone who wishes to play in that system can see its rules and classes.
- As a creator of user content, I need to be able to upload documents containing the specifics of the setting, lore, and rules of a system.
- As a creator of user content, I need the ability to create a list of classes and provide information for the class's abilities and stats.
- As a creator of user content, I need to be able to access a menu specifically for the use of content creation.
- As a player, I need information from the rule sets or systems to be easy to navigate so I can spend less time searching for specific information
- As an experienced player I need information to be laid out in a simple and easy to digest manner so things can be less intimidating to learn

Constraints

- This component will be crucial as it is vital to the ability to apply Venture Forge to any TTRPG system

Comments

- Based on Jeanine's and Tiffany's scenarios

4 Character Creation Survey Tool Creator

Description

- As a creator of user content, I need the ability to use a tool that allows me to create character sheets that will be used by players so that they can view and modify stats and abilities.
- As a game master, I need to be able to create a group that players can build characters in.
- As an experienced player, I want to be able to easily reference the rules, classes, and stats of the system while creating a character
- As a game master, I need the ability to create generic enemies quickly based upon their archetype.
- As a newcomer, I need to be able to decide what is my character background, so that I can imitate it throughout the campaign.
- As a newcomer, I want the process of creating my character to be easy, so that I can create more characters in the future.
- As a newcomer, I need to know what characters should be structured like, so that I can create my own.
- As a newcomer, I want example scenarios my character will be in so that I can picture my character in action.
- As a content creator, I need the ability to create a character creation survey tool based upon the classes I create.
- As a game master, I need to be able to modify existing character creation survey tools according to my campaign's specifications.

Constraints

- This will require that available classes have values corresponding to the questions in the survey in order to track the user's preference in classes

Comments

- Based on Jeanine's scenarios

These features are those that we would hope to include in the Venture Forge prototype

5 Profile Functions

Description

- As a newcomer, I need to upload an image so that I show how I want to be represented.
- As a newcomer, I need a description section, so that I can tell other people about me.
- As a newcomer, I want to put tags/interests in my profile, so that I will be put in categories of the same people with my interest.
- As a newcomer, I want the ability to customize my profile look to my liking so that I can show others who I am
- As a game master, I need to be able to send invitations to other Venture Forge users to join a campaign that I create.
- As a player, I want to save progress in creating a character so I can take my time and work on it in sessions
- As an experienced player, I want to be recommended certain TTRPG systems and their user made modules so I can try new things every so often
- As an experienced player, I want to be able to manage my characters in a list of characters tied to my account
- As an experienced player, I want my UI preferences to be available on all devices, so I don't have to keep changing the settings for every system I log into
- As an experienced player, I want to save a character sheet layout as a template
- As an experienced player, I want to be able to import character information from external sources
- As a game master, I need the ability to store multiple NPC character sheets within a campaign.

Constraints

- This would require a focus on security as well as a database

Comments

- Based on Jeanine's, Term's, and Tiffany's scenarios

6 User Content Sharing

Description

- As a creator of user content, I need to be able to set my creation to be accessible to others who search for it.
- As a newcomer, I need to be able to see other people's profile descriptions and interests in a simple form so that I can know about who I am playing with
- As a game master, I need to be able to upload documents to a group so that I can supplement existing TTRPG system and lore with campaign-specific documents.
- As a game master, I need to be able to choose which TTRPG system the campaign group will use.
- As an experienced player, I want to be able to find the rule sets for a different/new TTRPG system

- As an experienced player, I need to be able to find different system modules that I'm looking for specifically
- As an experienced player, I need to be able to differentiate between different modules in terms of quality such as through a rating system so that I'm less likely to use a module with poorly made character creators and lacking lore
- As an experienced player, I want to be recommended certain TTRPG systems and their user made modules so I can try new things every so often
- As a player, I want to be able to find other character sheet layout templates to use for myself
- As an experienced player, I want to be able to create my own templates for item creation and have the same manipulation capabilities as a character sheet and have those templates be available for people within my game session

Constraints

- This content will likely need to be moderated

Comments

- Based on Jeanine's, Term's, and Tiffany's scenarios

These are the features which we believe should be in the Minimum Viable Product

7 Campaign Group

Description

- As a game master, I need the ability to set the visibility of the NPCs and other materials within a campaign group.
- As a game master, I need to be able to create a group that players can build characters in.
- As a game master, I need to be able to upload documents and set the visibility of these documents to hidden for party members.
- As a game master, I need to be able to view the character sheets of the members of my campaign group.
- As a player, I want parts of my inventory and character to be revealed to my party
- As a player, I want to be able to inspect other characters, items in my campaign
- As a player, I want to be able to connect my account to current game sessions with other players as in to form a party
- As a game master, I need the ability to create NPCs within a campaign.

Constraints

- The game master will need different access in this group

Comments

- Based on Jeanine's and Tiffany's scenarios

8 Group Finder

Description

- As a newcomer, I want the ability to request to join in a group ready in the process of forming, so that I can make friends.
- As a newcomer, I want the ability to swap on other people's profiles, so that I can match with people I want to play with.
- As a newcomer, I want the ability to chat with my group so that I am able to communicate with them.
- As a game master, I need to be able to send invitations to other Venture Forge users to join a campaign that I create.

Constraints

- This will require moderation

Comments

- Based on Term's scenarios

9 Combat Tracker

Description

- As a game master, I need the ability to create and change a turn order for players and enemies.
- As a game master, I need the ability to view player and NPC stats from a simplified combat view.
- As a game master, I need the ability to modify player and NPC health from a simplified menu as opposed to going to their actual character sheets.
- As a newcomer, I need the ability to see how much health I have after taking damage so that I know how much my remaining health is.
- As a newcomer, I need to know how to prepare skills so that I can play the campaign to the fullest.
- As a game master, I need the group that I create to be able to see each other's stats.
- As a newcomer, I need the ability to see the cold down of my skill so that I know what skill I am able to use.
- As a game master, I need the ability to virtually roll dice of different sides and numbers.

Constraints

- This will need to be constructed such that the game master has different access to this than the players

Comments

- Based on whoever's scenarios

Interview Notes

Interview Notes

Interviewee Name: Spencer Caudill

What is your level of experience with tabletop role-playing games as a player?

Started in 08' with warcraft tabletop, but has only been playing regularly for 2 years.

What is your level of experience with TTRPGs (tabletop role playing games) as a dungeon master or game master?

About 6 years of experience, primarily dnd but other games as well.

What are the TTRPG systems that you have played in?

D&D 5e, pathfinder 1+2e, call of cthulhu 7e, deadlands, monsterhearts, agents of the ODD, starfinder, star wars edge of empire, cyberpunk 2020 and cyberpunk red

Do you find character creation difficult or complicated?

Complicated, but not difficult due to experience with character creation

Do you think that newcomers find this complicated?

Yes, a lot of them come in with preconceived notions of what a good character is from non TTRPG media, don't know how to build one or write them

Do you make Non-Player Characters?

All of the time, probably 1000+ in 6 years

How in depth are Player characters usually?

Alternates the way they are built, sometimes will go with mechanics and build a story and other times will go with story first and adapt it to the mechanics

How in depth are NPCs usually?

Generally make them mechanically whatever fits, but always goes with the character first. Will look at story role that they serve and applies mechanical basis

How in depth are your characters?

Won't always name them, but tries to give them a motivation for how much they're willing to fight. Will try for every villain to give their story depth, mechanics will be up in the air unless there's a specific gimmick

How long does character creation take for you?

How in-depth do you go on character creation?

Most basic of NPCs (shopkeeper, etc) will take 15-20 minutes (story wise), NPCs that are relevant can be 2-3hrs, PCs will be 10-15 hours coming up with backstory. Character backstories are important

What are some of the character creation tools you have used for TTRPGs, if any?

DND Beyond (a lot for DM and PC use, a little for NPCs and magic items) DonJon.bin for simple tools, ideation, Agents of ODD comes from just the book and is very quick, a lot is internal, call of Cthulhu uses Dhole house, also world Anvil

What are some of the features or characteristics of these tools that you value?

Automatic character sheet building, simplified numbers, summary rules, concise and tidy appearance

What are some of the features or characteristics of these tools that you dislike?

Don't like when it tries to add so many features that others are buried, world Anvil is hard to use because it is too subdivided into categories, no consolidation

What are some features or characteristics that you would like to see in a product focused on character creation for general TTRPG usage?

Document organizer to build own character sheets without the need for a graphic artist, automatic rolling (no real dice), content sharing for GMs to disperse info to players, some sort of document preparation area for GMs to use presets to create letters, other documents, etc

If a TTRPG character creation tool were aimed at simplicity and accessibility for newcomers, would you use it or recommend it to others?

Yes, everything has some degree of complexity, learning curve, dnd beyond is accessible but needs help

How well do current TTRPG character creation tools that you have seen function regarding newcomers to TTRPGs?

They will generally work pretty well (dnd beyond), but others can be obtuse and underexplain what is going on or lock content where it can't be seen, show what is actually available for purchase. External resources are always needed, no one platform has everything

If a TTRPG DM/GM tool were aimed at the ability to create user-generated content, would you use it or recommend it to others?

Yes, one of the perks of dnd beyond is its user generated content

How well do current TTPRG tools that you have seen function regarding user-generated content?

Dnd beyond is the best bc it has homebrew, but it is locked behind a paywall and becomes tricky to navigate, could be better with filtering options. Homebrew creation system isn't very good, little explanation (dm's guild has better creation). Show what you're making as you are making it (build as it will appear as opposed to data)

Would you be willing to play or create characters for more TTRPG systems that you do not have experience in if there was a tool that made the process of discovering and creating characters for this system easier?

Absolutely

What sorts of features or characteristics in a character creation platform would best encourage you to discover and use TTRPG systems that you have not used before?

Simple rulesets, what makes it stand out, what the purpose or niche is (genre-wise), theming clarified, simplified sheets with guided creation process (doesn't baby too much, want to know what it all means)

The idea was more generally pitched to the interviewee, who was asked for their reactions / responses

Like the idea, biggest priority would be ability to filter close-range, long-range et cetera, doesn't give the full spectrum of what is possible, the option to see all the possibilities. Create characters through campaign settings and input what they want / don't want to be included (see all options before you divide it up)

Interviewee Name: Mohammed Alaswad.

1. What is your level of experience with tabletop role-playing games as a player?

Although I have no experience playing I am very familiar with the rules. (I have no friends)

2. What is your level of experience with TTRPGs (tabletop role playing games) as a dungeon master or game master?

None. And I plan on keeping it that way

3. What are the TTRPG systems that you have played in?

DnD 5e

4. Do you find character creation difficult or complicated?

Not at all. The most difficult thing is finding a background that I am comfortable with and finding an RP I am comfortable with maintaining

5. Do you think that newcomers find this complicated?

Yes, as most people would be intimidated by the sheer open-ess of the whole concept of an RPG

6. Do you make Non-Player Characters?

Technically any character I make can be an NPC

7. How in depth are Player characters usually?

It can range from a sentence to a whole novel. Just make sure that you collaborate with your DM

8. How in depth are NPCs usually?

Same as player characters

9. How in depth are your characters?

I like to come up with a background that is clear, and a clear-ish character. But I want my character to develop during the campaign

10. How long does character creation take for you?

It never ends...

a. How in-depth do you go on character creation?

I like to come up with a clear path for the class progression. And I somewhat shape my characters... 'character' or personality based on that. No cliché stuff though

11. What are some of the character creation tools you have used for TTRPGs, if any?

DND beyond

a. What are some of the features or characteristics of these tools that you value?

a. Multiple character support

b. Multiple books support. (you can buy and add different books at different times.)

c. A clear view of you character stats and bonuses

d. The ability to change stats.

a. Change your health when taking dmg

b. Preparing spells

e. Inv management

b. What are some of the features or characteristics of these tools that you dislike?

a. Response time

b. Inability to customize the UI

12. What are some features or characteristics that you would like to see in a product focused on character creation for general TTRPG usage?

1.The ability to lvl up and it unlocking different features based on your class

2.Multiple character support

3. Multiple character creation

4. Character model support

5. A way to mark used spells slots/features/abilities.

6. Not as in 3D modeling. Just integration with a 3D modeling tool

7. Integration with map map making tools

13. If a TTRPG character creation tool were aimed at simplicity and accessibility for newcomers, would you use it or recommend it to others?

No, I want more option in it.

14. How well do current TTRPG character creation tools that you have seen function regarding newcomers to TTRPGs?

Pretty well as it helps them with leveling up and knowing which features are available with them

15. If a TTRPG DM/GM tool were aimed at the ability to create user-generated content, would you use it or recommend it to others?

yes

16. How well do current TTRPG tools that you have seen function regarding user-generated content?

Well... they work most of the time. It's just that... well... sometimes they get angry

17. Would you be willing to play or create characters for more TTRPG systems that you do not have experience in if there was a tool that made the process of discovering and creating characters for this system easier?

I need friends for that... but sure yeah

18. What sorts of features or characteristics in a character creation platform would best encourage you to discover and use TTRPG systems that you have not used before?

A feature to find friends

Interviewee Name: Bailey McDougal

1. What is your level of experience with tabletop role-playing games as a player? 2 years
2. What is your level of experience with TTRPGs (tabletop role playing games) as a dungeon master or game master? 0
3. What are the TTRPG systems that you have played in? DnD 5e
4. Do you find character creation difficult or complicated? Not anymore
5. Do you think that newcomers find this complicated? yes
6. Do you make Non-Player Characters? For backstories
7. How in depth are Player characters usually? Pretty in depth
8. How in depth are NPCs usually? Depends, if it's just a merchant kind of npc then usually little detail but otherwise very detailed
9. How in depth are your characters? Usually in depth
10. How long does character creation take for you? About a month for both skills and backstory, majority of time is backstory
 - a. How in-depth do you go on character creation? Usually pretty in depth, start off with funny concept gag but then try to flesh out character to something real

11. What are some of the character creation tools you have used for TTRPGs, if any? DnD Beyond
 - a. What are some of the features or characteristics of these tools that you value? Live tracking, rule book attached and somewhat easy to navigate, rule book is interactive for the actual character creation
 - b. What are some of the features or characteristics of these tools that you dislike? Would prefer more updates and easier to access info
 12. What are some features or characteristics that you would like to see in a product focused on character creation for general TTRPG usage? Live tracker, able to see rule book easily, do math calculations automatically, easy access to lore
 13. If a TTRPG character creation tool were aimed at simplicity and accessibility for newcomers, would you use it or recommend it to others? yes
 14. How well do current TTRPG character creation tools that you have seen function regarding newcomers to TTRPGs? Pretty well, DnD beyond is rather easy to use. Could make info easier to access
 15. If a TTRPG DM/GM tool were aimed at the ability to create user-generated content, would you use it or recommend it to others? yes
 16. How well do current TTRPG tools that you have seen function regarding user-generated content?
 17. Would you be willing to play or create characters for more TTRPG systems that you do not have experience in if there was a tool that made the process of discovering and creating characters for this system easier? yes
 18. What sorts of features or characteristics in a character creation platform would best encourage you to discover and use TTRPG systems that you have not used before? Rule book and information that was easy to access
-

Interviewee Name: Anonymous passerby that heard my last interview

1. What is your level of experience with tabletop role-playing games as a player? 3 years
2. What is your level of experience with TTRPGs (tabletop role playing games) as a dungeon master or game master? 0
3. What are the TTRPG systems that you have played in? DnD
4. Do you find character creation difficult or complicated? Sort of, still work with GM to make characters
5. Do you think that newcomers find this complicated? No
6. Do you make Non-Player Characters? For backstories but otherwise no
7. How in depth are Player characters usually? Pretty detailed
8. How in depth are NPCs usually? Rather in depth
9. How in depth are your characters? Most of the development comes in over time but usually a pretty decent background in the beginning
10. How long does character creation take for you? Maybe a month

- a. How in-depth do you go on character creation? Prefer to let character develop over course of the campaign but good backstory is still made
11. What are some of the character creation tools you have used for TTRPGs, if any? Paper, but know of DnD beyond
 - a. What are some of the features or characteristics of these tools that you value? Relatively easy to use
 - b. What are some of the features or characteristics of these tools that you dislike? Not enough information
12. What are some features or characteristics that you would like to see in a product focused on character creation for general TTRPG usage? Easier to see lore and get class information and such
13. If a TTRPG character creation tool were aimed at simplicity and accessibility for newcomers, would you use it or recommend it to others? Yes
14. How well do current TTRPG character creation tools that you have seen function regarding newcomers to TTRPGs? Do an ok job, could make things easier to access
15. If a TTRPG DM/GM tool were aimed at the ability to create user-generated content, would you use it or recommend it to others? Yes
16. How well do current TTPRG tools that you have seen function regarding user-generated content? Ok but could do more to try and give me more easy to digest information because sometimes it seems not everything is up to date. Also hard to develop items
17. Would you be willing to play or create characters for more TTRPG systems that you do not have experience in if there was a tool that made the process of discovering and creating characters for this system easier? Yes definitely, it's hard getting into new systems
18. What sorts of features or characteristics in a character creation platform would best encourage you to discover and use TTRPG systems that you have not used before? One that shows me the rules and lore, as well as characters and classes that is easy to get into and use to start immediately making a character

Interviewee Name: Tori Sobotka

1. What is your level of experience with tabletop role-playing games as a player? 5 years
2. What is your level of experience with TTRPGs (tabletop role playing games) as a dungeon master or game master? 0
3. What are the TTRPG systems that you have played in? DnD 5, Warhammer DnD 3
4. Do you find character creation difficult or complicated? No
5. Do you think that newcomers find this complicated? Yes
6. Do you make Non-Player Characters? For backstories
7. How in depth are Player characters usually? Usually rather in depth
8. How in depth are NPCs usually? NPCs seem to really have a full life in her games

9. How in depth are your characters? Full backstory developed with a big emphasis that explains why the character is even adventuring and a developed personality that is able to react appropriate to the character in any situation
10. How long does character creation take for you? If really detailed, a week
 - a. How in-depth do you go on character creation? Full backstory and personality developed with real long and short term goals
11. What are some of the character creation tools you have used for TTRPGs, if any? None
 - a. What are some of the features or characteristics of these tools that you value?
 - b. What are some of the features or characteristics of these tools that you dislike?
12. What are some features or characteristics that you would like to see in a product focused on character creation for general TTRPG usage? Something that would make it easier to understand what the rules and lore is since it can sometimes be overwhelming and unclear
13. If a TTRPG character creation tool were aimed at simplicity and accessibility for newcomers, would you use it or recommend it to others? Yes, it's hard for people to get into DnD because there can be so much
14. How well do current TTRPG character creation tools that you have seen function regarding newcomers to TTRPGs? DnD beyond does a pretty decent job but not very familiar with it
15. If a TTRPG DM/GM tool were aimed at the ability to create user-generated content, would you use it or recommend it to others? Yes, GMs make a lot of npcs and items so having something o better the process is desired
16. How well do current TTPRG tools that you have seen function regarding user-generated content? Decent enough, her GM uses DnD beyond constantly to make items
17. Would you be willing to play or create characters for more TTRPG systems that you do not have experience in if there was a tool that made the process of discovering and creating characters for this system easier? Yes, it's difficult to get into a new setting when there's so much info to learn up on
18. What sorts of features or characteristics in a character creation platform would best encourage you to discover and use TTRPG systems that you have not used before?
Accessible lore and rules