

# TRPG Assistant

## A TRPG Platform for All Players

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Sprint#1 Presentation, October 2021

# Table of Contents

- 1 Background
- 2 Original goals for Sprint#1
- 3 What we have completed in Sprint#1
- 4 Goals for Sprint#2

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# What is TRPG (Table-top Rolling-Playing Game)

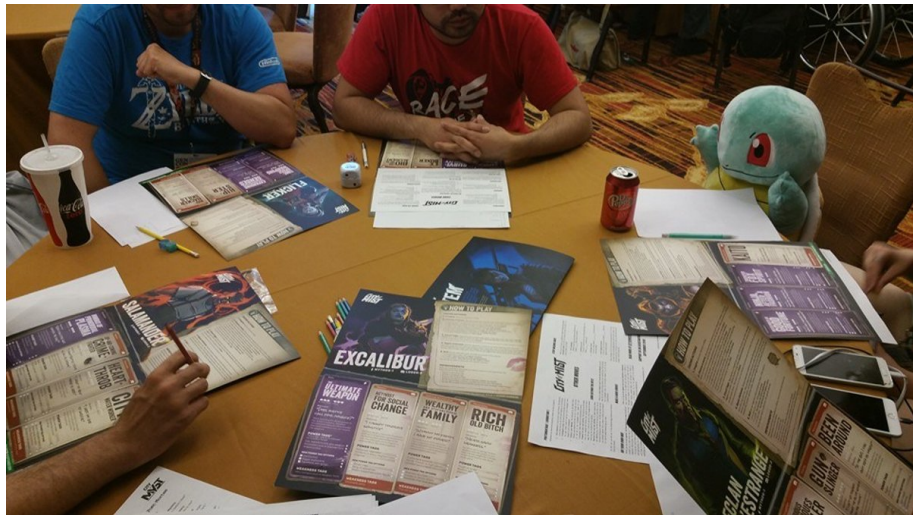


Figure: People playing TRPG

# What is TRPG (Table-top Rolling-Playing Game)



**1920s ERA INVESTIGATOR**

Name \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
 Occupation \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_

**CHARACTERISTICS**

STR  DEF  SIZ  DEF  Hit Points  DEF   
 CON  DEF  POW  DEF  Magic Points  DEF   
 DEX  DEF  APP  DEF  Luck  DEF   
 INT  DEF  EDU  DEF  Sanity  DEF

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

**SKILLS**

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Persuade (10%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Psychoanalysis (01%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Psychology (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Ride (05%)
<input type="checkbox"/> Auto Vehicle (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Charns (15%)	<input type="checkbox"/> (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> (01%)	<input type="checkbox"/> Stealth (20%)
Credit Rating (00%)	<input type="checkbox"/> (01%)	<input type="checkbox"/> Throw (20%)
Citizens Myths (00%)	<input type="checkbox"/> (01%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> (01%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> (01%)
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Elec. Repair (10%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> (01%)
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> (01%)
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> (01%)
<input type="checkbox"/> (01%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> (01%)
<input type="checkbox"/> (01%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> (01%)
<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> (01%)

**COMBAT**

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Mag.	Move
Brawl		1D3 + DB	1				

Build ☐  
 Dodge ☐  
 Damage Bonus

**CALL OF CTHULHU**  
 4th Anniversary  
 1981 - 2021

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# Sprint#1 Backlog

- UI design
- Model design
- Register
- Login

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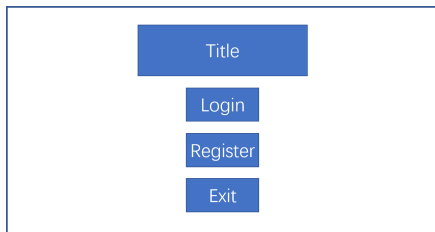


Figure: Drawn in Powerpoint

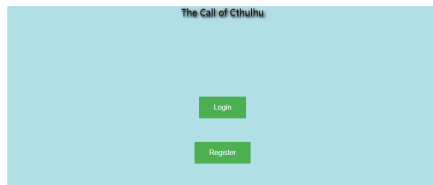


Figure: Drawn by HTML



Figure: Drawn in Powerpoint

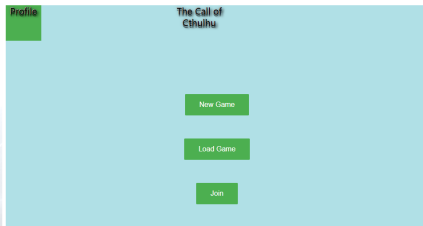


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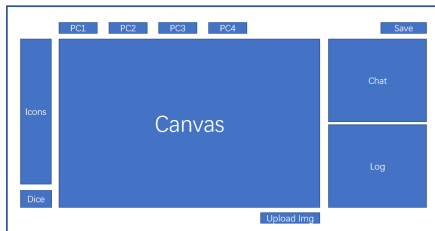


Figure: Drawn in Powerpoint



Figure: Drawn by HTML

## Profile

- user: OneToOneField
- bio: CharField
- picture: FileField
- content\_type: CharField

## Game

- GM: ForeignKey
- PLs: ManyToManyField

## Chat

- user: ForeignKey
- game: ForeignKey
- text: CharField
- date: DateTimeField

## Log

- game: ForeignKey
- text: CharField
- date: DateTimeField

## CharacterCOC

- PL: ForeignKey
- game: ForeignKey
- name: CharField
- gender: CharField
- age: IntegerField
- strength: IntegerField
- dexterity: IntegerField
- intelligence: IntegerField
- unconscious: BooleanField
- anthropology: IntegerField
- climb: IntegerField
- ...

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# Sprint#2 Backlog

- Profile customization
- Create game
- Save game
- Create PC information
- Maintain PC information
- Log window
- Text chat window



*Thank You!*