

# Application Brief C: Club Campaign Manager

## Summary

A tabletop war-games company has approached you to produce a suite of tools for allowing gaming shops and clubs to run campaigns (a series of operations or battles) for their games in a easy, structured and flexible manner.

The software should support the individuals who run the campaign for other players, each player in the campaign will operate a given force which can grow or shrink over time to reflect the status of that force in the campaign. Additionally players can form alliances and pacts in campaigns which may be long or short term in nature.

The software should support the production of backstory, scenario description, force rosters, map generation and any other required documents. The software should operate such that one person can administer a campaign and that the software can support multiple campaigns at once.

The software should allow players to communicate with each other, at a individual, alliance or broadcast level. This should include the command and control phases for advancing the campaign. It would be nice if the software included a means to animate the maps to be viewed after the campaign has completed. This should include a record of what happened at each key point.

## Users

- Campaign Managers - the individuals who create and organise the campaigns for the clubs.
- Players - the individuals who play the games.

## Tasks

- Create/Update/Remove Campaign
- Create/Update/Remove Force
- Create/Update/Remove Player
- Send Message to Individual/Alliance/Broadcast
- Create Scenario/Document
- Publish Scenario/Document
- Generate Force Roster
- Validate Force Roster
- Create/Publish Backstory
- Produce Maps
- Animate Campaign History
- Record Scenario Outcomes
- Form/Record/Break Alliance
- Manage Command and Control Messages
- Resolve Command and Control Conflict

## Technology

The product is intended to run across multiple platforms including mobile. It is important to remember that mobile applications run on devices with limited battery, limited screen size and limited data transfer limits. The mode of interaction is an important facet to consider including consistency across platforms.