Initiative tracker

Analysis Project Document

Thursday Knights

Rohl Call

Initiative Tracker – Analysis

# Summary

The Initiative Tracker application has three key features:

1. The ability to keep track of turn order
2. The ability to keep track of ongoing effects
3. Ease of access for references

Each of these features may be further subdivided.

# Turn Order

|  |  |
| --- | --- |
| **Name** | **Initiative** |
| Lilith | 15 |
| * Goblins | 8 |
| Belros | 4 |
| Add new entry… | |

The user starts with a blank screen. They may add or remove a new entry to the list, providing a name and initiative score to the entry. Entries are sorted by their initiative score in descending order. The application clearly indicates which creature’s turn it is, and there must be a way for the user to advance the turn order. Finally, the user may wish to alter the current order of events, possibly by simply changing the initiative score of the entry to be altered. A sample list is pictured above.

# Ongoing Effects

The application keeps track of effects that recur on a specific creature’s turn. These may include spells, traps, hazards, or possibly poisons with delayed onset timers. The user may create an effect that applies to a specific creature or creatures, with an indicator to remind them about it on their turn. Some effects may have a fixed number of rounds that they exist for. For this reason, it would be nice to be able to set an automatic removal feature after a certain number of rounds have passed. This means that the application keeps track of how many rounds each creature has acted in, and perhaps how many rounds the combat has lasted for.

# Reference Links

The user has much to keep track of in an encounter, and this tool will provide them a convenient means to manage monsters, spells, and other events all at once. For this reason, the Initiative Tracker is a convenient place to find more information on the encounter. Ideally, the application should implement one-click access to monster and NPC stat blocks, party members (or the party manager), and relevant information for ongoing effects (such as spell, magic item, or hazard descriptions).