**How is Software used in the development of a tabletop roleplaying game?**

Graphic design software is likely to be used to create art for the cover and illustrations. Even if art is created through traditional media, it shall usually be edited and formatted using software such as photoshop.

Rules text shall in all likelihood be written in a word-processor, and formatted using a document typesetting system such as LaTeX.

Frequently, modern games releases shall feature accompanying miniatures as .stl files, which have been sculpted using 3d modelling software such as Blender, before being converted to 3d printable files using a slicer. These models may also be photographed with a digital camera, and images edited with the above graphic design software shall often be featured in the book.

Once the completed text has been converted into a .pdf file through the typesetting system, a digital release for e-readers and smart devices capable of opening pdf files or audiobooks generally follows. In the event of a print release, this may be done through print-on-demand using a largely automated process, or using modern printing software to interpret the pdf file, as the original purpose of .pdf was for printing!

It is common for an accompanying website to be developed for promotional and sales purposes, in addition to hosting files for addendums and errata to rules, released subsequent to publication, as a printed tabletop game cannot ‘patch’ bugs or errors that were not caught during testing in the manner employed by modern video games.