Lab 1 – RoleCall Product Description

Sebastian Childers

CS411W

Professor Thomas Kennedy

September 11, 2024

Version 1

Table of Contents

Listing of Figures

1 Introduction

RoleCall is a cross-platform mobile application designed to aid TTRPG players in finding and organizing play groups. RoleCall will allow users to make custom listings for meetups, detailing their preferred game, playstyle, location, and schedule. RoleCall will then match users based on high similarities between their posted listings. RoleCall will allow local game stores to advertise TTRPG events and sessions, and it will serve as a marketing research tool for gaming companies.

For players of TTRPGs, organizing gameplay sessions presents several challenges. For one, geographical constraints can make it difficult to find enough players for in-person play. Another difficulty is keeping everyone in the group committed to the same schedule. Even with enough players in a consistent group, differences in playstyle and narrative intentions can leave members dissatisfied with the overall experience. Figure 1 outlines the current process flow for players to find or form a group and shows the inherent obstacles they face.
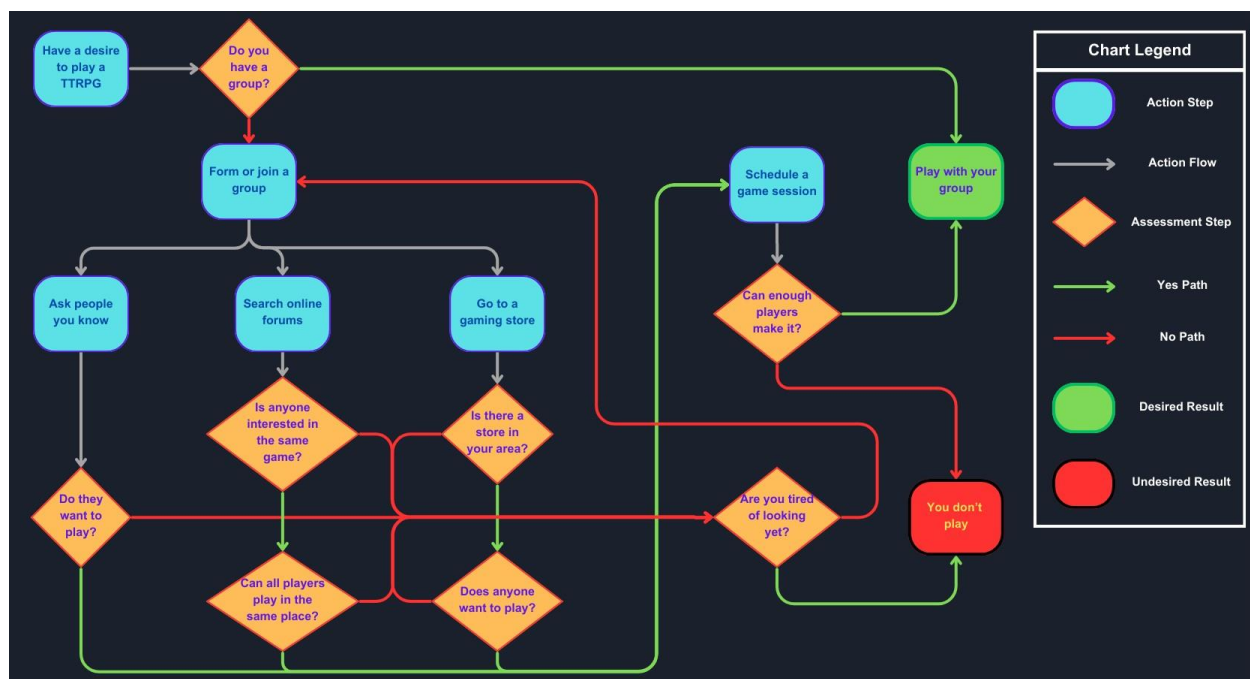

Figure 1: Current Process Flow

Players don't have many effective tools to make this process more efficient. Other meetup applications do not have the niche settings required to adequately match players based on gameplay preferences. Online forums do not have a simplified means to filter the overwhelming amount of information presented to players seeking each other. According to DND Research, 70% of all TTRPG players live in North America (2020). The remaining 30% of the player base is scattered across the globe, with very little means of finding groups reliably.

Furthermore, there has been a 36% increase in the number of people that identify as both GM and Player (DND RESEARCH, 2020). The structure of TTRPGs is based on one Gamemaster guiding one or more Players through a campaign. These individuals face the added challenge of deciding who will be the Players and who shall be the Gamemaster.

The goal of RoleCall is to simplify the group finding process and mitigate unsatisfactory experiences in the TTRPG community. Users will be able to identify as Player or Gamemaster and enter their preferences for game, role, playstyle, location, and available schedule. The data will be stored in a secure SQL database, and a user-matching algorithm will work behind the scenes to connect the most compatible players to each other.

2 RoleCall Product Description
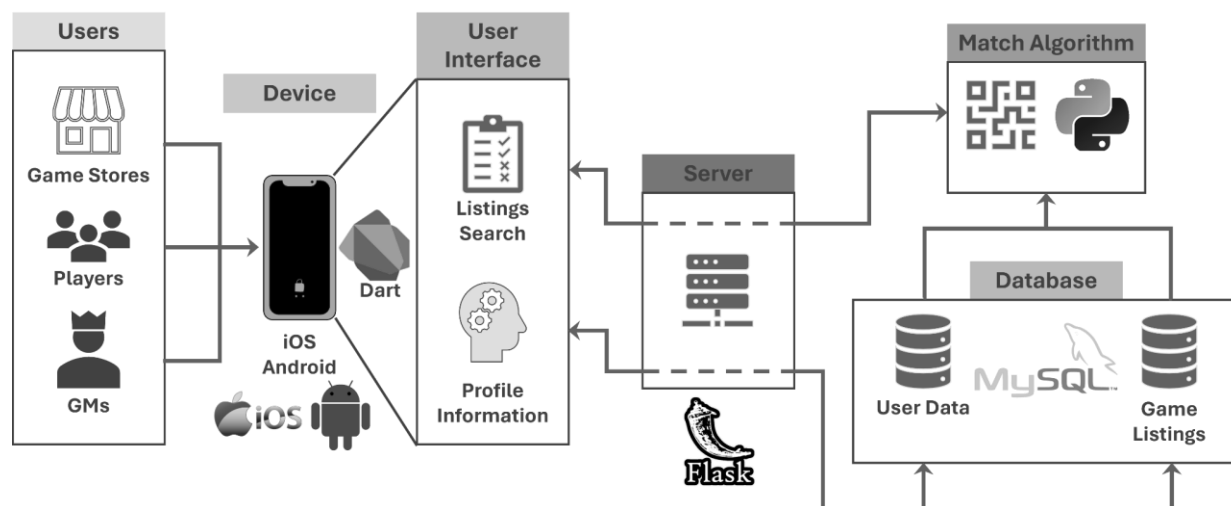
2.1 Key Product Description

2.2 Major Components

Figure 2: Major Functional Component Diagram

3 Identification of Case Study

4 RoleCall Prototype Product Description

5 Glossary

<u>Campaign</u>: *A series of interconnected adventures played out over multiple gaming sessions, led by the GM, providing a cohesive narrative experience for the player characters.*

<u>Gamemaster</u>: *The organizer and narrator of a TTRPG adventure, responsible for creating the game world, setting challenges, and facilitating gameplay.*

<u>GM</u>: *Gamemaster abbv.*

<u>Playstyle</u>: *Refers to the different ways players approach the game. These vary based on the individuals' preferences and can affect both roleplay and game mechanics. (e.g., Min-maxer, Role-player, Storyteller, Socializer, Casual gamer.)*

<u>Roles</u>: *Refer to the specific functions or responsibilities that players or characters take on with the game. (e.g., Game Master, Dungeon Master, Player Characters)*

<u>Tabletop Role Playing Game</u>: *A collaborative storytelling game where players take on fictional roles within a predetermined setting, guided by rules and moderated by a GM.*

<u>TTRPG</u>: *Tabletop Role Playing Game abbv.*

6 References

"DND RESEARCH, 2020 Survey Result Update #1 - Demographic of TTRPG Players." DND
    Research, 1 Dec. 2020, www.dndresearch.com/blog/2020-survey-result-update-1-
    demographic-of-ttrpg-players#/.

Looking for Group." Reddit. https://www.reddit.com/r/lfg/. Accessed 17 Feb. 2024.

"Roll 20". https://roll20.net/welcome. Dungeon Crawler.(2012 September 17). Accessed 17
    Feb.2024.

Badkar, A. (2023, July 14). What is Dart Programming - A paradigm shift in coding.
    Simplilearn.com. https://www.simplilearn.com/what-is-dart-programming-article#

Dart. "Dart Overview." Dart.dev, Dart, dart.dev/overview. Accessed 24 Feb. 2024.

Lucidchart. "Database Structure and Design Tutorial." Lucidchart, n.d.,
    https://www.lucidchart.com/pages/database-diagram/database-design. Accessed April 1st,
    2024.

BGG_XML_API2. "BoardGameGeek." BoardGameGeek, 10 Oct. 2023,
    https://boardgamegeek.com/wiki/page/BGG_XML_API2. Accessed 1 Apr. 2024.