

Lab 1 - RoleCall Product Description

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4 September 2024

Version 1

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1. Introduction

RoleCall is a multiplatform application designed to simplify the process of forming a game group between TTRPG players. RoleCall will provide users with a tailored selection of local and online TTRPG meetups based on preference filters that fit the users needs. RoleCall will also serve as a marketing tool for gaming companies, and stores looking to increase consumer interaction.

Tabletop players can find it difficult to discover and organize meetings with others in their community. Geographical constraints limit a player's choices on whether they can meet with a group face to face. Time conflicts between players can cause entire meetups to be cancelled. The current process flow for forming a group as outlined in Figure 1 can create many more possible roadblocks and constraints.

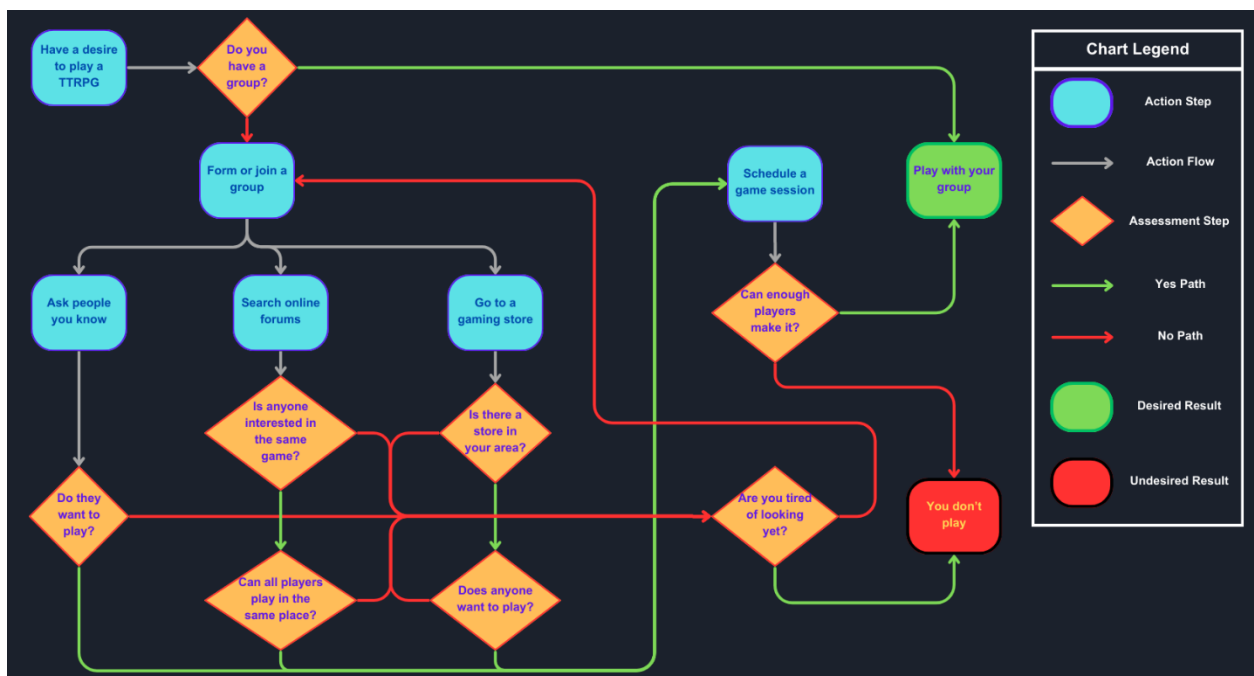


Figure 1: Current process Flow

Negative stereotypes regarding TTRPGs make attracting new players into the community excessively difficult. This social stigma that has been drafted around the TTRPG community, along with the high initial costs and learning curve, bar many new players from even attempting to play a TTRPG. These limitations greatly limit the already existing players options for playing their games.

Many of the constraints that TTRPG players encounter are only amplified when looking at countries outside of North America. According to DND Research (2020), 70% of all TTRPG players exist in North America. With 30% of the community scattered across the

globe, asking these players to find other members of their community by themselves is impractical.

Even if TTRPG players can find and link with each other preferred role conflicts can arise and create even more confusion. To play a TTRPG there needs to be one Gamemaster and one or more other players. According to DND Research (2020), there has been a 36% in players that identify as both Gamemasters and players. Because of this increase in multi-role players, conflicts will arise over who deserves to fill the Gamemaster role.

The RoleCall application will utilize its Gamemaster to player matching functionalities to mitigate the negative constraints related to finding TTRPG players to link with. When first using the application users will input their preferred role, location, and other personal data related to matching them to other members of the TTRPG community. This data will be kept on a secure SQL database, while a matching algorithm will be responsible for matching users with similar preferences together.

2. RoleCall Product Description

2.1 Key Product Description

2.2 Major Components

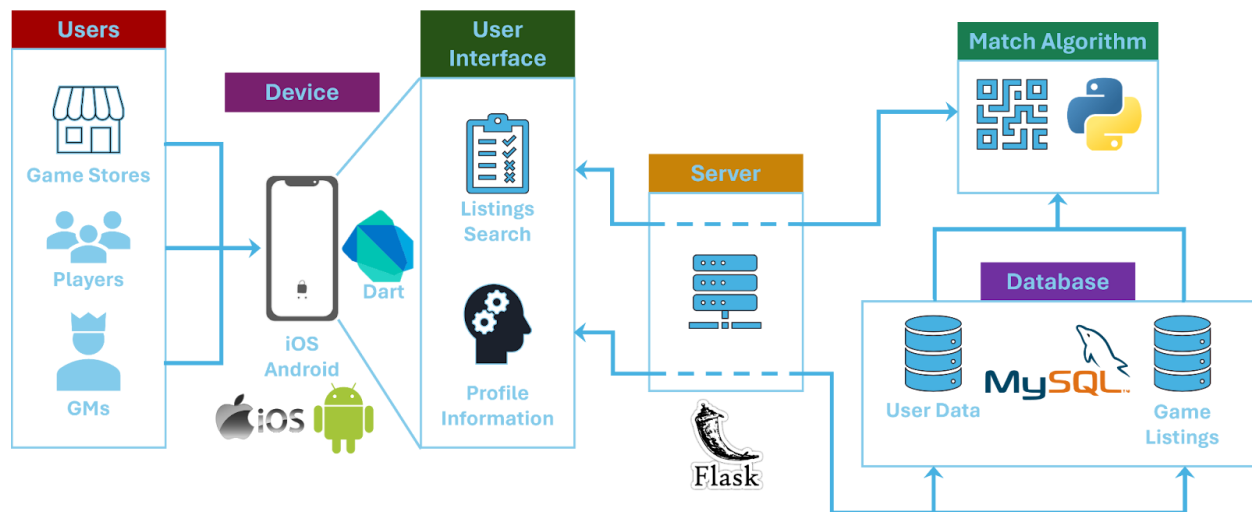


Figure 2: Major Functional Component Diagram

3. Identification of Case Study

Features	RoleCall	Online Forums	Meetup Apps	In Person
Gaming Store interaction	Yes			Yes
Player Profiles	Yes	On Roll20		
GM Profiles w/ reputation	Yes	On Roll20		
Search events by time and location	Yes	Yes	Yes	

Table 1: Competition Matrix

3.1 Problem Statement

3.2 What is a TTRPG

3.3 Problem Characteristics

4. Glossary

Tabletop Role Playing Game (TTRPG): *A collaborative storytelling game where players take on fictional roles within a predetermined setting, guided by rules and moderated by a game master (GM).*

Gamemaster (GM): *The organizer and narrator of a TTRPG adventure, responsible for creating the game world, setting challenges, and facilitating gameplay.*

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

Roles: *Refer to the specific functions or responsibilities that players or characters take on with the game.*

Playstyles: *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.)*

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