# App Idea:

Social Network for Tabletop Gamers

A web application that connects organizers and players. In essence, it would be a social network that enables people to communicate with each other to find enjoyable tabletop games to play (like Facebook for tabletop gamers).

## Proposed Features:

Green items are Phase 1 (MVP); Purple items are Phase 2 (nice but not essential)

* Sign up/Log in
  + Upload profile photo
  + Fill out profile - name, location, interests, experience
* Add a game (users can organize multiple games)
  + Name
  + Genre (and sub-Genre, if applicable)
  + Main photo
  + Game session(s) date(s)
    - Interactive calendar function?
  + Communication method (in-person, virtual, or combination of both)
    - Chat function?
  + Description
  + Submit photo to specific game posting
  + Add message to specific game posting
  + Ban player from specific game posting
* Add a post looking for or advertising a game to play (users can have multiple posts for different games)
  + Genre
  + Experience level
  + Calendar availability
  + Number of players (minimum & maximum)
  + Organizer/Player requirements
  + Block/Ban organizer/player (attending and/or viewing)
  + Join a campaign
* Search for a game
  + Filter by genre
  + Search by date
  + Search by title
  + Search by username
* Other users can comment on game postings and/or blog
  + Manage/Edit/Delete Comments
* Blog of current/past game sessions
  + Write/Edit/Delete content (OP only)
  + Upload photo(s)
* add other users as “friends”
  + Remove Friend
  + Block User
  + Set Profile to private so a user must be a mutual friend to see photos, games, info
  + Review organizers
  + Review games
  + Chat with other users

## Additional Research

### Target Audience:

The target audience for a given tabletop game depends primarily on the genre of the game in question, how it’s played, and how many people are familiar with it. In general, the majority of tabletop games appeal to creative types and storytellers.

Using Dungeons and Dragons (D&D) as the example tabletop game, the target audience in 2020 *(*[*https://gamingshogun.com/wp-content/uploads/2021/05/dd-2020.jpg*](https://gamingshogun.com/wp-content/uploads/2021/05/dd-2020.jpg)*)* was primarily men as they account for 60% of D&D players while women account for 40%. Although there is a relatively even spread between age groups, 60% of D&D players are between the ages of 20 - 34. These numbers show a rise in the number of women who play D&D as they accounted for 19% of D&D players in 2019.

### Competition

[Facebook](https://www.facebook.com/) – Facebook is a social media and social networking service where you can connect with friends, family and communities of people who share your interests.

[Meetup](https://www.meetup.com/) – Meetup is a platform for finding and building local communities. People use

Meetup to meet new people, learn new things, find support, get out of their comfort zones, and pursue their passions - together.

[Instagram](https://www.instagram.com/) – Instagram is a photo and video sharing social networking service that allows users to upload media that can be edited with filters and organized by hashtags and geographical tagging.

[Reddit](https://www.reddit.com/) – Reddit is a social news aggregation, web content rating, and discussion website. Registered members submit content to the site such as links, text posts, images, and videos, which are then voted up or down by other members.