

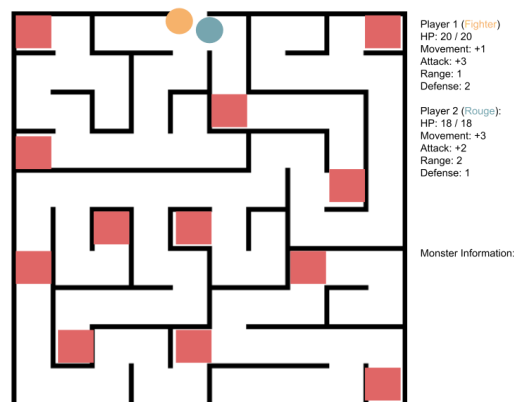
CMPPM 148 – Assignment 3: Tech-Assisted Play Tool Demonstration

Tool Purpose:

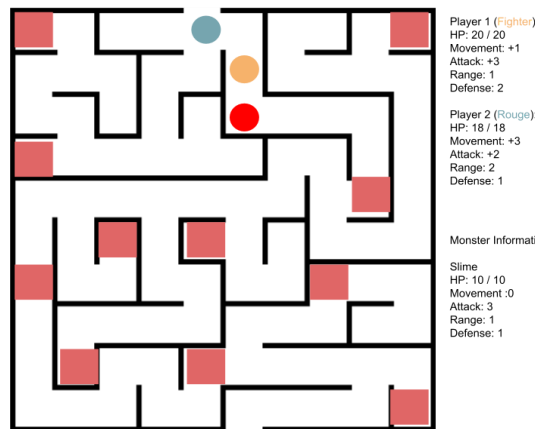
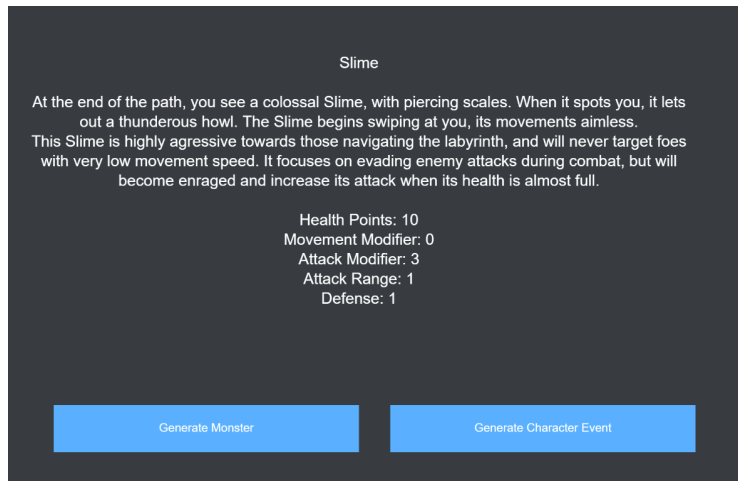
For this assignment, I created a JavaScript based Webpage that utilizes the Tracery library as a means of Tech-Assisted Play for the One-Page RPG that I created for the previous Assignment (Assignment 2). When the user loads into this webpage, there are links at the top of the screen which lead to 1. the rules of the One-Page RPG that I created previously, 2. the JavaScript source code for this application, and 3. this document which demonstrates the usage of the tool while the game is being played. At the bottom of the screen, there are two buttons, one labeled “Generate Monster” and the other “Generate Character Event”, which can be utilized whenever a player lands on one of the “Event Spaces” within the Maze/Game Board. The “Generate Monster” button will generate a random monster description, including some of its battle strategies that player can reference when making moves for the enemies during combat, and also generates some stats, much like the ones which players have access to based on the “Role” that they chose at the start of the game, which the players may use during combat rolls and actions for the monster. The “Generate Character Event” button on the other hand, is primarily used when player’s land on event spaces and do not trigger a combat encounter, and rather serve as a prompt which can help players in creating the backstories of their character’s when “Recalling a Memory”, as well as producing the result of a roll to determine the number of guesses the player has during the “Draw a Card” event.

Tool Demonstration:

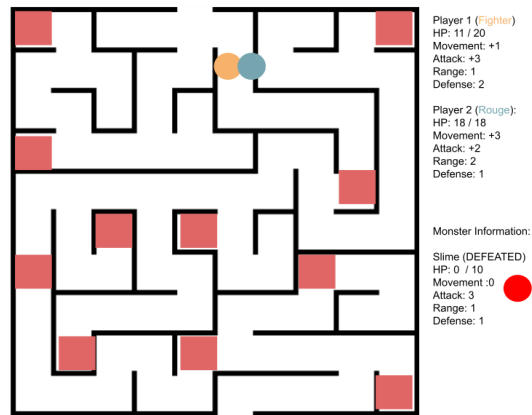
First, the game must be set up: the maze is created and the players all choose their combat roles.



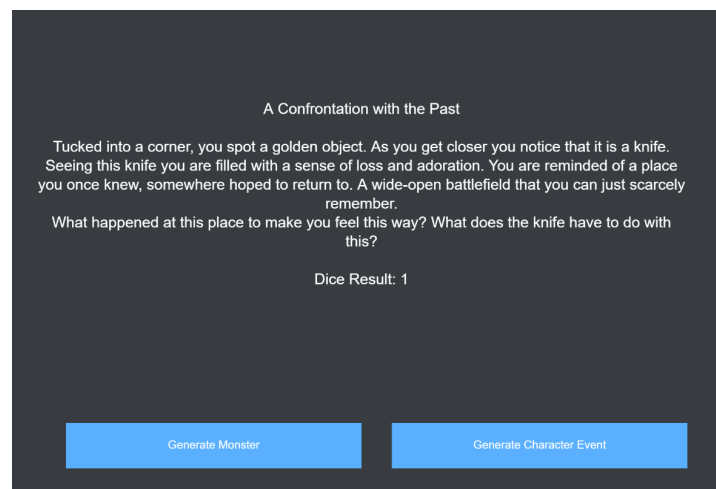
When the game begins the players all take their movement turns. This resulted in the “Fighter” player landing on an event space, rolling a 3, and causing a combat encounter. At this point the tool can be used to “Generate a Monster” which can be utilized during this combat encounter.

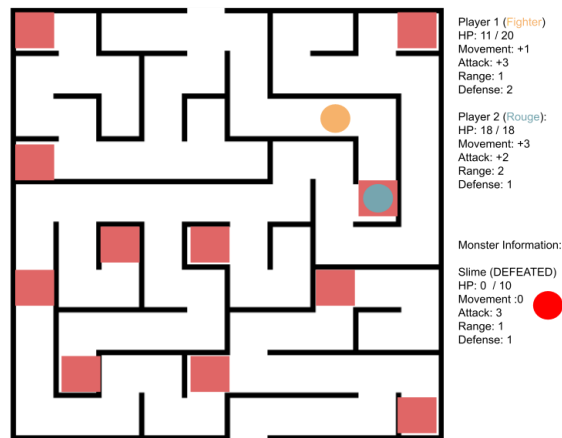


According to this generated description, the monster that the players will encounter is a slime. It states that this monster is highly aggressive and targets players with low movement speed. In this case, it can be interpreted that the monster will attack during every one of its turns and likely never run away from the players, and will probably be more likely to try and attack the Fighter player if it can, since it targets those with lower movement speed. This prompt also states that the monster will become enraged at full Health and its attack will increase, so we might interpret that to mean, while its Health is full, its Attack Modifier will be increased by one, but if it is less than full, it will return to its default Attack Modifier. The stats listed below can be utilized during the Monster's attack turn, where its Health points determine how much damage it can take before it is removed from the board, its Movement Modifier is used in the case that the enemy makes any Movement actions, its Attack Modifier is used to determine how much damage it will do to the player during an Attack action, Attack Range determines how many spaces away a player can be for it to attack them, and Defense determines how much damage is taken away when a Player attacks it. In this case, the players now have a bit more guidelines to how they should make moves for the enemy, and also have a bit more context, both visually and mechanically, to the sorts of monsters they may be encountering throughout the game and its narrative. With all of this in mind, the combat encounter can now occur, the results of which can be seen below.



In this case, the Rouge player was the one to defeat the enemy, so they were enabled to Reclaim their first memory. For this character, they decided that their character would be from an Action/Adventure story set in a Medieval Dark Fantasy setting. After this, the two players continued to make movements through the maze, until the Rogue Character landed on the next Event Space and triggered a “Draw a Card” event, rather than a combat encounter. In this case, rather than utilize the “Generate Monster” tool, the players can now utilize the “Generate Character Event” tool, to generate a prompt that will help players to come up with new story ideas if they are able to “Reclaim a Memory”.





With the prompt generated when landing on this event space, it states that the player encounters a golden knife within the labyrinth that hints to a memory which makes them feel loss and adoration that they associated with the scene of a “wide-open battlefield”. The player’s could interpret this prompt in a number of different ways in order to help them come up with ideas for their character’s backstory of just some smaller details that will help them along the way. In this instance, the Rouge player decided to interpret this prompt and integrate it into their backstory in the sense that they were once a mercenary who often fought on many battlefields, and that the knife was either a weapon that they once used to fight or the weapon that someone that they were close to had used. They opted to go with the idea that the knife was a weapon one of their close friends has used, and that the feelings of loss and adoration associated with this battlefield and knife come from how their friend may have been some that they once adored, but whom they lost during a fight on a battlefield. For this prompt, the result of the die roll was only 1, meaning that the player would only have one chance of guessing the correct suit of the card in a shuffled deck in order to reclaim the next step of their memories. Luckily, the player actually was able to guess the suit correctly (it was clubs), and so they got to reclaim the second step of their memory, as they were also the one who defeated the enemy initially.

As the game continues, the players can utilize this tool in order to get some randomly generated details about the different events that they encounter as they navigate through the labyrinth together and build upon the stories of their respective characters.

Conclusion:

Overall, this tool takes upon the responsibilities of creating monsters with certain characteristics, combat tactics, and stats which the players may interpret and implement when they perform the monster’s actions during combat encounters, as well as some narrative responsibilities in providing the players with a bit more concrete prompts which they may choose to implement into the creation of their character’s narrative. In this sense, this tool takes on some Dramaturgical responsibilities, in that it prompts players to interpret it and come up with character narratives, as well as some operation responsibilities, as it better defines some of the rules in which players should follow when making moves for the monsters.