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MSc Game design

Performance of Different Class and Race combination in D&D 5e

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Abstract

This dissertation will focus on a table role play game, *Dungeons and Dragons 5th edition*, and using programmers to simulate gameplay to find if there are any unbalanced elements in the game. Ability check, weapons' damage rate, and saving throw will be tested at the version v1.0. 12 Races and 14 Classes compose 168 different combinations will be tested at the programmer version v2.2, which analyses from three respects, exploration, social interaction, and combat. All code and test result can be found at the GitHub (link: https://github.com/fvictorique/CE901-D-D-5e-Balance-Test). For that important information, which will affect analyses, will be contained in the dissertation inside the paragraphs or at the index. The result shows that class *Fighter* and *Rogue*, race *Half-Orc*, *Halfling: Stout*, and *Halfling: Lightfoot* shows better performance than others. However, class *Wizard* and *Sorcerer*, race *Half-Elf*, *Human*, *Dragonborn*, and *Gnome: Forest Gnome* are weak at this test. The reason is varied and may because of the lack of the test system or may because of the class or race's unique capability. For the future, the programmer could be improved, by adding more functions and data; then the improved one might do better in analyzing the result and make it more believable.

Key words: Dungeons and Dragons, Dice, Table Role Playing Games