

D&D Character Configurator Proposal

Object/Experience

Dungeons and Dragons is a well-loved game nation-wide with tens of millions of fans. Many players find the character-creation aspect of the game to be one of the most fun parts. There are many online configurators to help players create their characters and sift through all of the potential different types that you can have, to create a finished character sheet. I would like to create a 1-page character configurator to help users create characters without clicking through multiple pages but while still maintaining a clear sense of design. Many configurators of this kind, in my opinion, have either completely neglected design or over-complicated their approach.

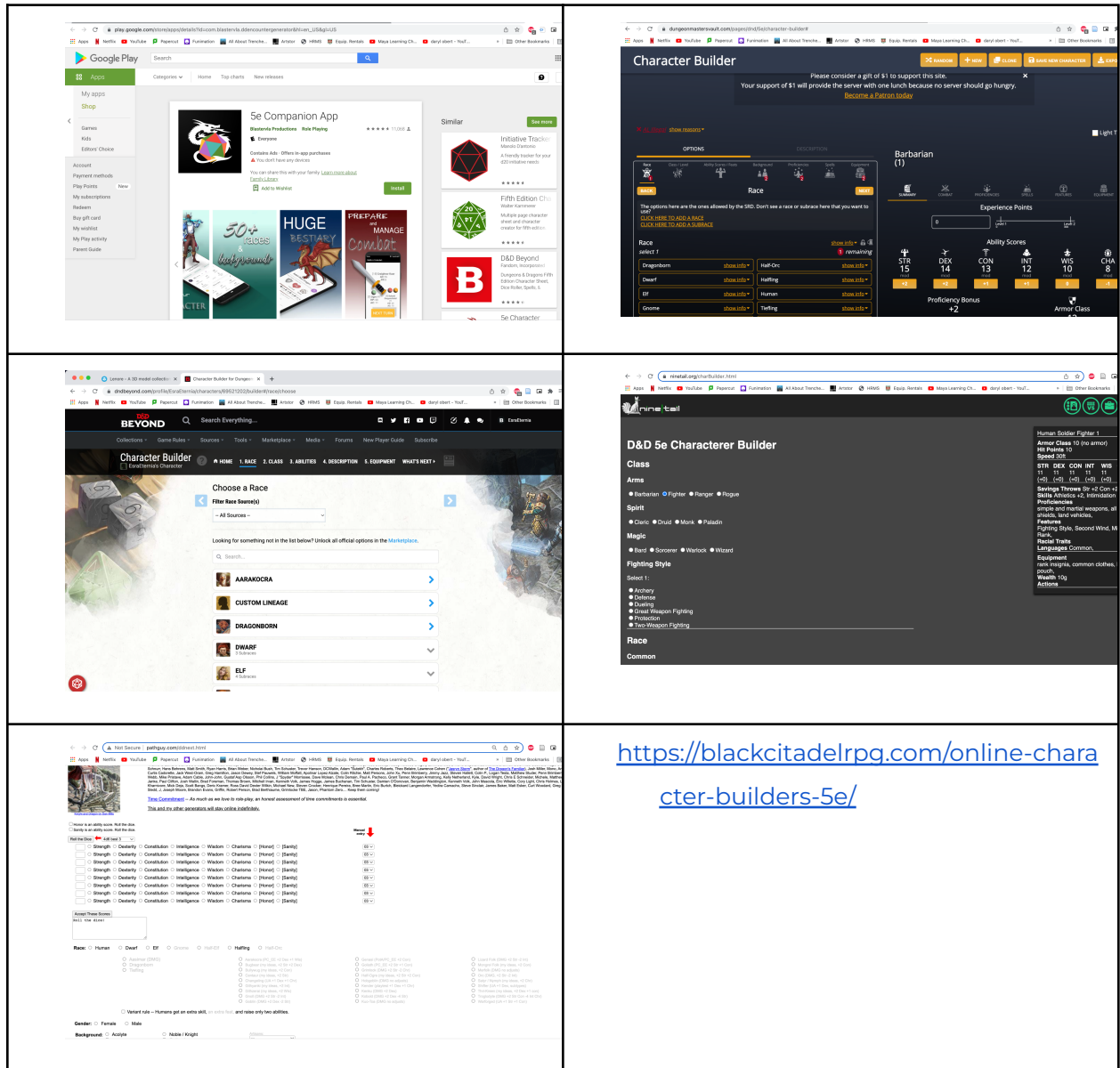
User Needs

The basic elements of a character configurator:

- Race
- Class
 - -Spells
 - -Levels
- States
- Equipment
- Background
- Clarity of process and easy access to rules/info about their choices.

Research

- Test out other character sheet configurators and document what is and isn't working.
Do I need to look to other pages/sources to keep going? Is the process clear?



- Ask my D&D group what their favorite and least favorite parts of the character sheet process are.
- Figure out what information a new player would need to create a character sheet on their own.

Final Deliverables

A 1-2 page high-fidelity mockup with all of the necessary information covered. I expect to focus mostly on style rather than extremely intricate UI, but the final process should be clickable and scrollable.

Project Schedule (Approximate)

Week 1	Mon. (03/14)	Basic research and personas finished
	Wed. (03/16)	2-3 User testimonials finished and noted on
Week 2	Mon. (03/21)	Basic feature organization finished
	Wed. (03/23)	Low-fidelity wireframe started
Week 3	Mon. (03/28)	Low-fidelity wireframe finished
	Wed. (03/30)	Visual research/samples finished
Week 4	Mon. (04/04)	Work on HF mockup
	Wed. (04/06)	Work on HF mockup
Week 5	Mon. (04/11)	High Fidelity Mockup in-progress check-in
	Wed. (04/13)	Work on HF mockup
Week 6	Mon. (04/18)	High Fidelity Mockup Done
	Wed. (04/ 20)	Troubleshooting
Week 7	Mon. (04/25)	Troubleshooting
	Wed. (04/27)	Final Turn-in