

GenesisNPC: User Requirements Document

ENSE 400 – 001

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1 Introduction

1.1 Purpose of the system

This document is the definitive specification of the user requirements needed for the development of the GenesisNPC project. These specifications are primary input for the planning and implementation of the GenesisNPC project.

This document is designed to be read by:

- users, user representatives, and other interested parties

1.2 Scope of the system

This project is to help ease the struggle of generating several Non Player Characters.

These non-player characters are not controlled by any specific player, but are controlled by the game host or Dungeon Master (DM). The games this project will be focusing on will be Dungeons & Dragons and Pathfinder.

1.3 Objectives and Success criteria

To achieve success, this project must be able to generate a large number of non-player characters using one or more character templates. In addition, an individual who generates a non-player character must be able to share the characters with other individuals.

1.4 Definitions, Acronyms, and Abbreviations

NPC --- non-player character, a character that is not controlled by a board game player but by the board game organizer.

1.5 References

Pathfinder RPG NPC Generator, (n.d.) Retrieved December 04, 2016, from
<http://www.dinglesgames.com/tools/NPCGenerator/pathfinder/>

2 Overview of the system

2.1 Current System

The closest existing system to the proposed system is an NPC generator where it uses a pre-created template and generates an NPC based on the template information. In addition, the NPC generator does not store previously created NPCs. In fact, the only way to save created

NPCs is by either writing the character information down on paper or exporting it to a pdf or similar file (Pathfinder, 2016).

2.2 Proposed system

The proposed system will take one character template and generate an NPC, take one character template and generates several NPCs, or take several character templates and generates several NPCs based on additional probability of creation. The system will also store the previously created NPCs for later use and referencing.

2.3 Functional requirements

These are requirements on how the proposed system should work.

A user can:

- create a character template for NPC generation
- save a created character template for later use
- generate one NPC from one character template
- generate several NPCs from one character template
- generate one NPC from several character templates
- generate several NPCs from several character templates
- modify the generated character's level and changed character statistics are updated & saved
- share their created NPCs with other users/individuals to view
- view/use their previously created NPCs

2.4 Non-Functional requirements

2.4.1 Usability

- All currently generated characters should be able to be viewed quickly
- All previously generated characters should load and be viewed quickly
- Reliability
- Needs to become inaccessible less than once a week.

2.4.2 Interface

- Will be a web application

2.4.3 Legal

- Will be using open source software
- Will be managed by the web domain developer

2.4.4 System Models

Scenarios

Scenario 1: User generates a NPC

User creates a character template

User generates a character based on template

Optional: save generated character

Scenario 2: User generates several NPC

User either creates one or several character templates

User generates several characters based on given templates

Default: generate characters based on 100% / #of characters to generate

Optional: save generated characters

Scenario 3: User generates several NPC with additional area %chance

User creates several character templates that have an area probability

User generates several characters based on given templates & area probability

Optional: save generated characters

Scenario 4: User views previous generated NPC

User logs into account

User navigates/finds character they want to view

User opens the character display and views character

Scenario 5: User sends NPC to other individual to view.

User logs into account

User navigates/finds character they want to view

User sends character ID to other individual to view character with

2.4.5 Use case model

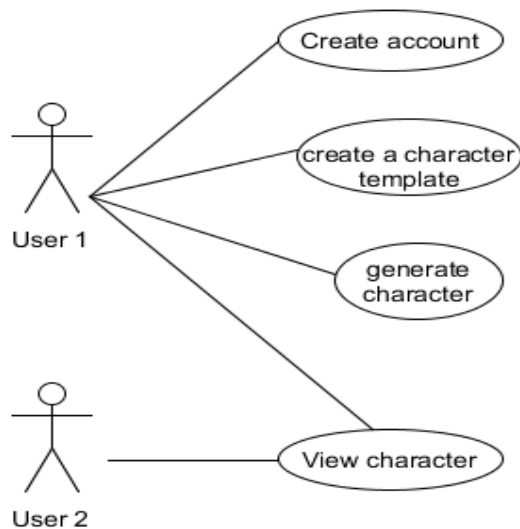


Figure 1: Overall use-case diagram.

Use Case Element	Description
Use Case Number	1
Use Case Name	Create Account
Use Case Description	The user creates an account to link to character template and characters within the database.
Primary Actor	User 1
Precondition	User owns an email for account confirmation
Trigger	User clicks on 'register' button on login
Basic Flow	User gets to login screen, clicks on 'register', enters email& login info, opens email to verify their account
Alternate Flows	User logs in with valid login info, Invalid login for user, user doesn't validate their account within time period

Use Case Element	Description
Use Case Number	2
Use Case Name	Create Character Template
Use Case Description	The user creates a character template with which they generate a NPC with
Primary Actor	User 1
Precondition	User has already logged into their account, user is using temporary permissions (temp user)
Trigger	User clicks on 'create character template'
Basic Flow	User clicks on button, user enters all template parameters and

	values and saves to database
Alternate Flows	User logs in with valid login info, Invalid login for user, user doesn't validate their account within time period

Use Case Element	Description
Use Case Number	2
Use Case Name	Generate Character
Use Case Description	The user generates a character using the saved character template
Primary Actor	User 1
Precondition	Character template must be generated.
Trigger	User clicks 'create character'
Basic Flow	User chooses character template, user clicks 'generate' and generates character
Alternate Flows	User chooses one template and generates multiple characters, User chooses multiple templates and generates multiple characters

Use Case Element	Description
Use Case Number	3
Use Case Name	View character
Use Case Description	User 1 logs into account, User 1 finds saved character to share to User 2, User 1 sends character specific ID to User 2, User 2 views character
Primary Actor	User 1
Precondition	User 1 is logged into an account, User 2 has access to internet
Trigger	User1 clicks on 'view character'
Basic Flow	User 1 navigates to character, user 1 gets special character ID, user 1 sends the character ID to user2.

2.4.6 Object model

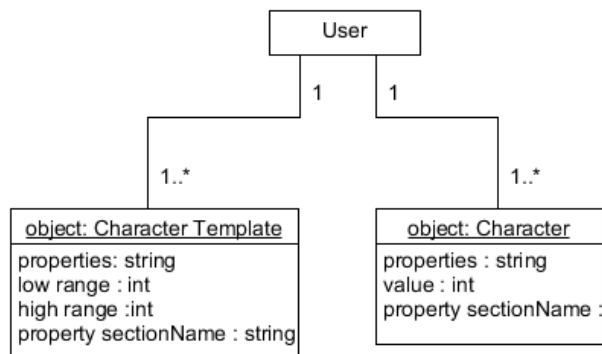


Figure 2: Object diagram of GenesisNPC system.

Figure 3: object diagram of GenesisNPC system

As we see in Figure 2, character in Figure 2 is synonymous with NPC in terms of what it stands for in this project, GenesisNPC. We can also see that there is a one-to-many relationship for both User to Character Template as well as User to Character.

2.4.7 Dynamic model

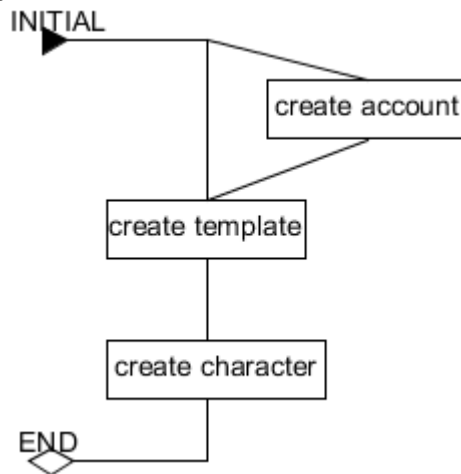


Figure 4: Dynamic model of the flow of the proposed system.

Figure 3 shows the flow of the GenesisNPC system when one character template and one NPC is created. The dynamic flow will vary due to the number of characters the user will want to generate/create.

2.4.8 User interface – navigational paths and screen mock-ups

The login design for the system can be found in Figure 4, which is the first page the user is shown when they use the website.

GenesisNPC

User Name:

Password:

REGISTER
or
continue as guest

This wireframe shows a login page for 'GenesisNPC'. It features a title bar with standard window controls. The main content area contains the application title, followed by labels for 'User Name' and 'Password' next to their respective input fields. Below these is a 'Login' button. At the bottom, there is a link to 'REGISTER' or 'continue as guest'.

Figure 5: Design for Login page.

GenesisNPC

create template

create character

«accordion»
character
navigation

Feats
Section

Skills
Section

Abilities
Section

Main Stats
Section

This wireframe displays the layout for character information. It includes a title bar and a sidebar on the left with three buttons: 'create template', 'create character', and an '«accordion» character navigation' button. The main content area, titled 'GenesisNPC', is divided into four sections: 'Feats Section', 'Skills Section', 'Abilities Section', and 'Main Stats Section'.

Figure 6: Displays the layout of the character information.