

CS 185 Final Project - Andrew Lai 9519687

// Sections:

1. Summary.
2. Design Process.
3. Early Prototype.
4. Command Line Client.
5. Webpage Details/User Evaluation.

>> Simply head into **notebookv1/index.html**, and the rest of the webpage will load, other than one or two sections that rely on CDNs. I'll include pictures of how they look. See **Summary** in the webpage for an overview.

>> Please see the **README.md** for some of the code documentation, especially with regards to the ideas for a command line client. I used **Duda** for the most part when building the website and importing some of the tech for the responsiveness, as well as using them as a hosting site; most of the images and formatting comes from me.

>> I've also included **worldbuild1.pdf** - an outdated standalone idea document from one of our works in progress - in this folder as an example of what our Google Docs format looks like, and why we felt the need for something a little more flexible or traversable.

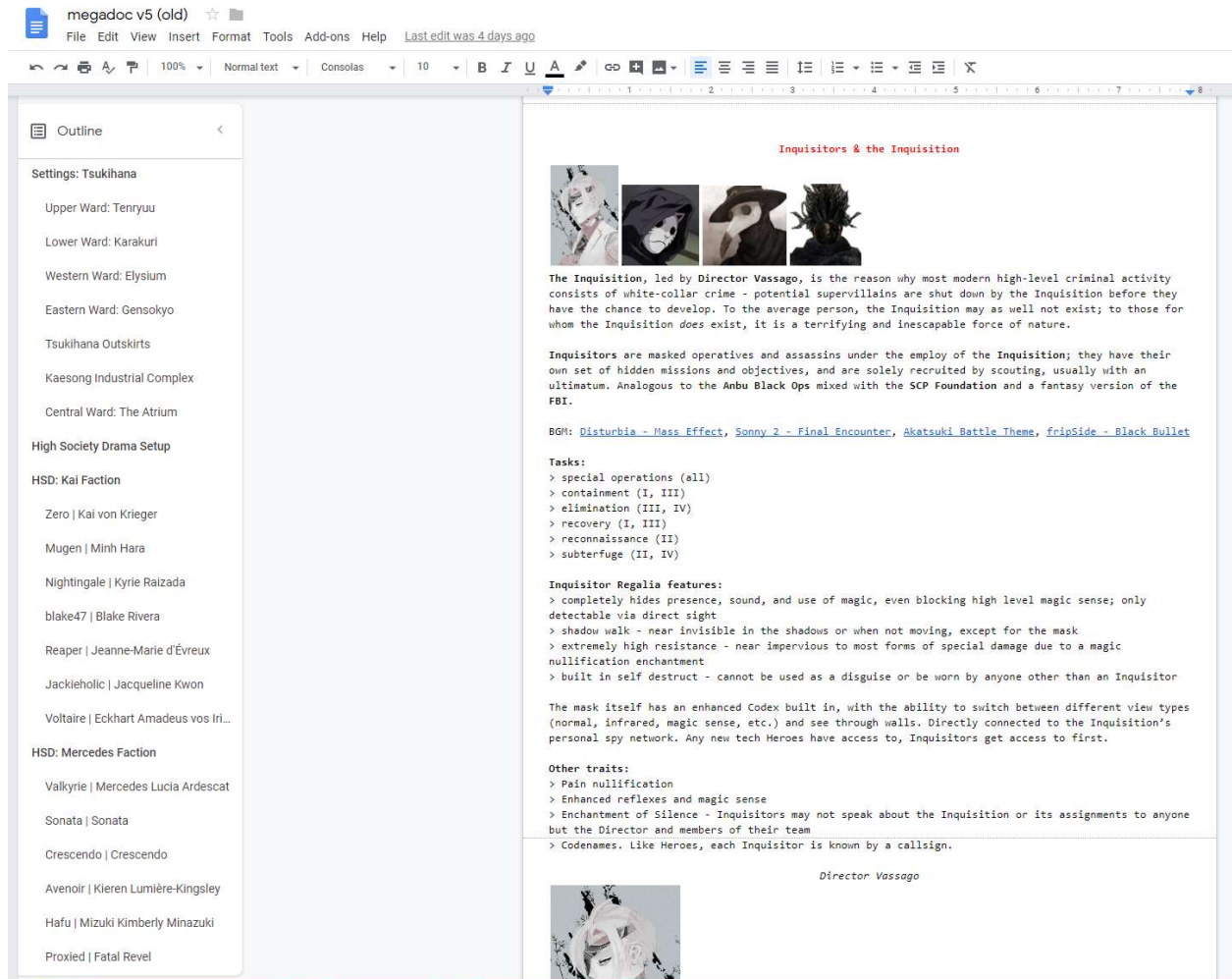
>> Finally, **proposal_andrewlai.pdf** has the initial project idea.

// Design Process:

Functionality we needed:

1. **First off, actual usability.** Google Docs, while a good way to collaborate, is not the most effective way to traverse ideas and communicate things for projects of a bigger scale. Our main document is **200 pages long**, and loading it took several seconds on PC, nearly 30 seconds on mobile. It was especially laggy when moving around quickly.
2. **Section folding, customizable outline.** While folding was not implemented here, the quick links (kind of) are - I didn't include an "edit" button, but it's pretty easy to create new links and pages.
3. **Character links and easy command line modification.** One thing Google Docs *really* lacks is the ability to link to other sections of a document without having to do some ridiculous formatting hacks to work with the document outline.
4. **Customizable output format.** We're artists, after all. Google Docs is not the most effective way to present any information on whatever we're working on.

For quick context, here is what the full doc looks like:

































The only way to add new links to the outline is to add a specifically formatted header. This is fine for “longer” section headers, but quickly makes it very messy when you’re trying add subsections.

So a lot of my time was spent making sure I solved some of our user experience problems, instead of fixing the backend. Google Docs, Github, and other cloud services already take care of that - so ideally, this solution would be more based around manipulating local files and outputting results.

You can see it in the different phases:

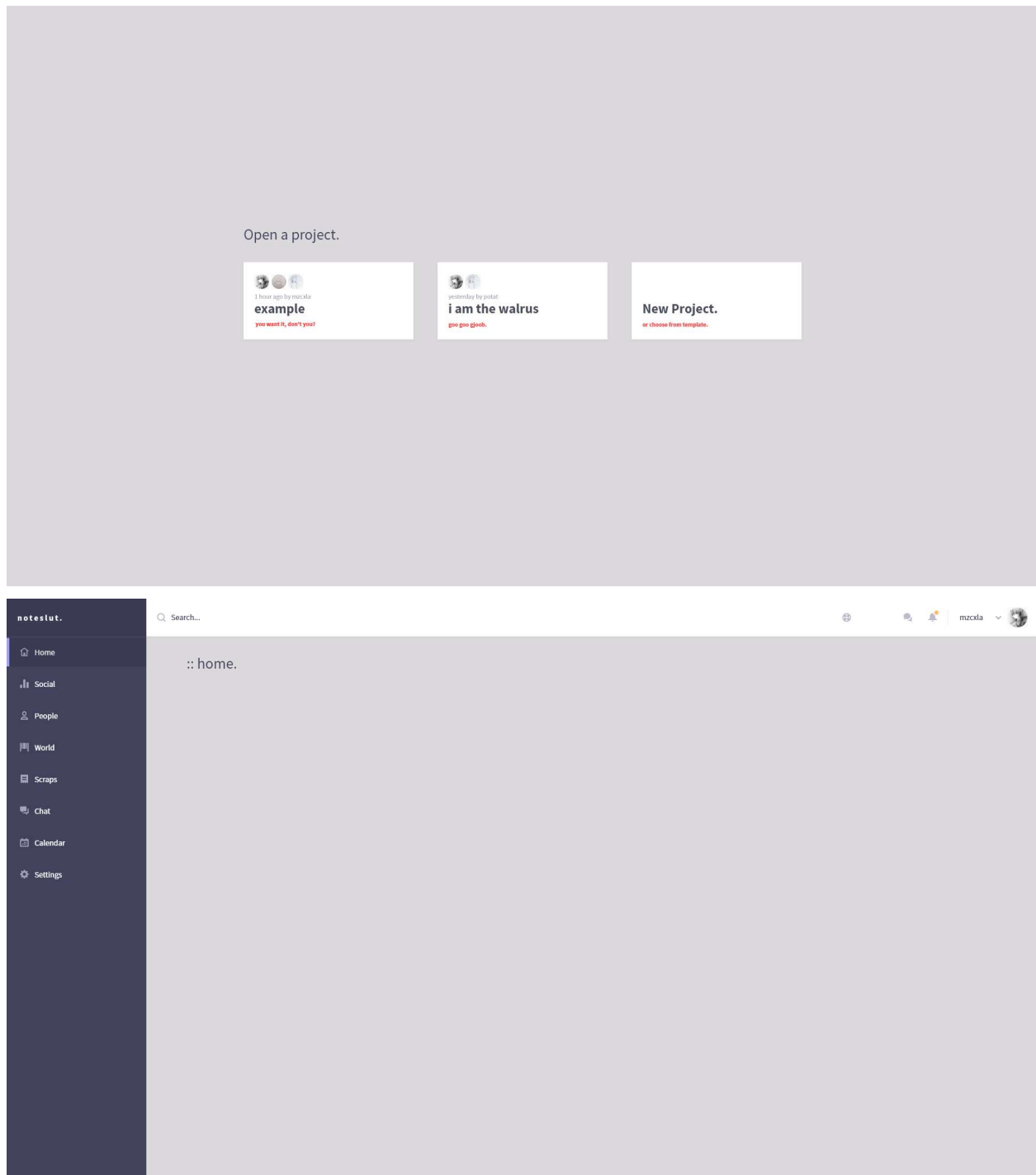
1. The **early prototype** is designed to solve the collaboration/usability issues; not everything here was implemented.
2. The **command line tools** are designed to solve the backend issues.
3. The **current webpage** is the result of my work in trying to figure out the user experience issues. It’s very focused on appearance and flow.

Name

	charfiles
	box
	MORE Detailed Character Profiles
	POSTcharsheet  
	HEIZE & DEAN - And July 
	updated megadoc v4.2 
	updated megadoc v4 
	idea & note page 
	notepage2 
	megadoc v4 with char outlines 
	updated megadoc v3 
	updated megadoc v3 NIGHTMODE 
	updated megadoc v2 
	Copy of test pilot 
	test pilot 
	updated megadoc v1 

>> Traversing through different projects and pages is a nightmare, as well.
That was another problem I wanted to solve.

An early prototype.



>> Pretty simple, right? You select a project, then go right in. Obviously, any content goes in the empty area. (I forgot to add an “Edit” button. Oops.)

>> However, building a working version of this was taking more time than I’d have liked, so I used **Duda** instead to build the actual webpage & some of the UI concepts I wanted to try, with regards to this. Next is the **CL client**.

Character Scripts // command line client setup

In terms of the command line client: ideally, you'd be able to do something like ``megadoc -c ren_kuraokami --offense S --wealth A`` to edit character stats, or directly modify the entry yourself - either by way of the notebook GUI, or directly using a text editor.

An example minimal string:

```
`EXAMPLE,EFREN,KO_EFREN,WIZARD,11_9_0_16,MALE,5_10_178_145,HUMAN_EASTERN,STRAIGHT,RED,YELLOW,
LIGHT_EASTERN,ENGLISH--KOREAN--MANDARIN,CHAOTIC_NEUTRAL,SWEeper_LUCID,STUDENT_(KARAKURI_HIGH)",A,N/A,N/A,
N/A,GLASSES--HEADPHONES--CODEX,NIGHT_OWL--FAST_LEARNER--PACKRAT,C,D+,C+,SS,C,A-,C-,D-,C+,C-,A,C-,B,F,F-,D,
A+,D,B+,A,SS,5,4,4,5,1,2,3,4,2`
```

Essentially, the backend for things like stats would be based around parsing and manipulating these minimal strings.

The client would then parse the strings and generate readable outputs, CS major style. :^)

This would be especially useful if linked to both the online notebook and the backend of whatever game you have in development.

Here is an example of the ``help``:

...

[APTITUDE]	PERCENTILES [F: 0, E: 10, D: 25, C: 50, B: 75, A: 90, S: 98, SS: 99.5]
	These describe a character's overall placement tiers in different areas.
	They cannot be directly modified, but some are based off a character's stats.
OFFENSE:	Overall offensive ability.
DEFENSE:	Overall defensive ability.
SPEED:	Overall mobility.
INTELLIGENCE:	Overall intelligence. Combination of the first four thought traits.
	A character with low combat stats but a high intelligence stat can outsmart stronger characters, and pull victories through strategy alone.
STATUS:	Overall social standing; how powerful/widespread a character's connections are.
	A high status stat can basically override everything else.
WEALTH:	Literally how rich a character is, in terms of EX.
LUCK:	In this universe, characters can be born lucky, or born unlucky. :^)
	This very literally plays as a seed for anything RNG based. Unlucky characters with high intelligence can override this by never leaving anything to chance.
[STATS]	PERCENTILES [F: 0, E: 10, D: 25, C: 50, B: 75, A: 90, S: 98, SS: 99.5]
	These are basically a character's current levels and stats, and can be modified.
	They consist of both the base stat and the character's growth rate for the stat.
STRENGTH:	Physical strength. Affects both offense and defense.
DEXTERITY:	Affects accuracy and technique.
AGILITY:	Affects mobility and dodging.
CONSTITUTION:	Health pool. High constitution means a character can tank a shit ton.
MAGIC:	Magical power. Affects efficacy of mana manipulation, i.e. magic.
MANA:	Mana pool. Grows per level, can't be trained. Many characters have 0 mana.
KNOWLEDGE:	Overall scholarly aptitude. High knowledge allows for advanced techniques.
[THOUGHT TRAITS]	These describe a character's thinking style and aptitude.
INTELLECT:	Ability to learn and grasp complex ideas.
CREATIVITY:	Ability to innovate and form new ideas.
PROBLEM-SOLVING:	Ability to solve difficult problems given sufficient information.
CUNNING:	Ability to read people and disguise own intentions, aka "street smarts."
AMBIITION:	Willingness to set difficult goals and follow through.
NARCISSISM:	Tendency to act selfishly.
SOCIABILITY:	Willingness to work with others, and ask for help or advice if needed.
DEPRESSION:	(In)ability to derive pleasure or meaning from anything.
MACHIAVELLIANISM:	Willingness to fuck over others for personal gain, aka the "villain" stat.
	A lawful good character with high machiavellianism is still likely antagonistic.
	Chessmaster-type characters tend to have high machiavellianism.


```

"EXAMPLE" is the name of their main group.
...

EXAMPLE // EFREN
[ GENERAL ]
NAME:          KO, EFREN
EPITHET:       WIZARD
BIRTHDATE:     11 SEPTEMBER (AGE 16)
GENDER:        MALE
HEIGHT:        5'10" | 178 CM
WEIGHT:        145 LBS | 65 KG
RACE:          HUMAN (EASTERN)
ORIENTATION:   STRAIGHT
HAIR COLOR:    RED
EYE COLOR:     YELLOW
SKIN COLOR:    LIGHT (EASTERN)
LANGUAGES:     ENGLISH, KOREAN, MANDARIN
ALIGNMENT:     CHAOTIC NEUTRAL
DESIGNATION:   SWEEPER (LUCID), STUDENT (KARAKURI HIGH)
FLICKER CLASS: A
CLUBS:         N/A
SPORTS:        N/A
FACTION:       N/A
FEATURES:      GLASSES, HEADPHONES, CODEX
TRAITS:        NIGHT OWL, FAST LEARNER, PACKRAT

[ APTITUDE ]      OVERALL
OFFENSE:          C
DEFENSE:          D+
SPEED:            C+
INTELLIGENCE:     SS
STATUS:           C
WEALTH:           A-
LUCK:             C-

[ STATS ]         BASE    GROWTH RATE
STRENGTH:         D-    C+
DEXTERITY:        C-    A
AGILITY:          C-    B
CONSTITUTION:     F     F-
MAGIC:            D     A+
MANA:             D     B+
KNOWLEDGE:        A     SS

[ THOUGHT TRAITS ] [0,5]
INTELLECT:        5
CREATIVITY:       4
PROBLEM-SOLVING:  4
CUNNING:          5
AMBITION:         1
NARCISSISM:       2
SOCIABILITY:      3
DEPRESSION:       4
MACHIAVELLIANISM: 2

```

>> See the **README** for more information. I didn't completely finish working on this, and it has little to do with the webpage, at the moment, so I didn't include any of the scripts/GUI I was building for this.

>> The output should make the flow clear enough, at least.

// Webpage Comments:

>> As you already have access to a mostly working of it that you can mess around with, I'll simply provide comments on certain parts.



Home

Summary

Locations

Location: Karakuri

Characters

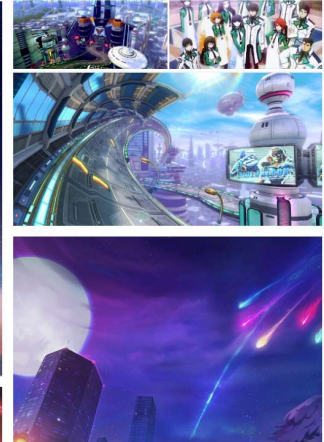
Ren Kuraokami

Designation: Sweeper

Designation: Warlock

LOCATIONS

Drawing inspiration from other works.



Home

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DESIGNS

Concept art, character sketches.



>> These two sections were designed to get as much visual information as possible without cluttering it up; you can mouse over any image you find interesting to learn more, and click on it to see the full entry.

>> These two also don't work locally, due to their content being hosted on CDN; I hope my demonstration in class was enough to get the idea across.



Home
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Ren Kuraokami
Designation: Sweeper
Designation: Warlock



Ren Kuraokami

man, you're tilting me like crazy.

theme: dpr live - please

signature: anbu mask + hypebeast fashion, yakuza tattoos, sparks/electricity. while he's not the only lightning user in the story, he has a distinctive and immediately recognizable style.

the leader of a rising team.

locations: tsukihana, karakuri, gensokyo

designation: sweeper

related: tsukihime



Recursive links.

Home

Document links.

character notes.

Follow us.



>> I also spent some time trying to figure out the best way to summarize a character, as well as add links to other relevant parts of that character - the latter is impossible in Google Docs.

>> Each of these is generated based on a similarly formatted textfile.

// Also, here's what a character entry looks like in Docs. Not nice.

Outline

- MEGADOC, VERSION 5 (OLD)
- Valkyrie | Mercedes Lunaria Ardes...
- Sonata | Sonata
- Merlin | Rei Tsuchimikado
- Hafu | Mizuki Kimberly Minazuki
- Spectre | Sung-hyun Kwon
- Joker | Wesley Choi
- Soliloquy | Sadie Ciel Schadenfreu...
- Avenoir | Kieren Lumière-Kingsley
- Proxied | Fatal Irivelle
- Hitokiri | Tao Kisaragi
- Kyle | Kyle Kuraokami
- Qilin | Yini Qiao
- Default | Jin Fang
- Rain | Ren Kuraokami
- Tsukuyomi | Mibu no Tsukihime
- XxFallenAngelX | Lillith Evangelin...
- Zero | Kai von Krieger
- Mugen | Minh Hara
- Nightingale | Kyrie Raizada
- blake47 | Blake Rivera
- Reaper | Jeanne-Marie d'Évreux
- Jackieholio | Jacqueline Kiwon
- // DONE FOR NOW. 4.10.19

Spectre | Sung-hyun Kwon

[VIP][Ex/A] Sung-hyun Kwon [KoS Spectre] // *Sung-hyun Kwon - take your time*
"All I really want is for you to be happy. Nothing else matters to me, especially not my own happiness; if you're not happy, then I'm not happy. So, why don't we begin working on a solution together?"
 Flicker: Class ? Artificial-type, *asliidae-S2*
 Rank 1 Exemplar, Y10 Assassin. An upperclassman player, famous singer-songwriter, and the ringleader of the darker, hedonistic side of high society's younger generation; can often be seen at the Black Lotus nightclub on any given evening. Jackie's fraternal twin.

> Wears a jacket with "BEELZEBUB" emblazoned on the back.

> *asliidae-S2* generates a glitchy persistent anti-magic field; it fucks with blind spots in unclear ways, and has the side effect of rendering him undetectable to any sort of surveillance or recording technology, magical or otherwise, however, it also makes him untargetable by spells, including friendly healing or buffs, and messes with allied casters - he works best alone, or with allies that aren't affected by *asliidae-S2*.

> Sung and Rei are responsible for a lot of the more illicit and depraved activities that go on in Karakuri, but only those affiliated with high society circles really know about it. Very much the type of person who uses people, but never directly hurts anyone. // Setup for antagonist? Designed to cause conflicting and polarizing views, much like his real-life example does :")

> A lot of what he does is simply to feel something other than a pervasive sense of anxiety; and because he doesn't really ever feel happy naturally, he mostly attempts to take happiness by force, dragging others along with him for the ride.

"Hahah. I don't think you really know the kind of world you just stepped into, but I'll gladly welcome you in - you'll have a good time, I'll make sure of it. It'll be our little promise, right? Just tell me if you're ever feeling uncomfortable, and I'll be there for you personally."

sung: who's this rika girl i keep hearing about?
 rei: oh yeah she's quite the personality
 rei: i wouldn't touch her though
 rei: she's property of the kuraokami fuck
 sung: kyle!
 rei: that's the dude
 sung: interesting
 rei: ..
 rei: i know exactly what you're thinking
 rei: but you better not
 rei: it's not worth screwing with ren's gang
 sung: haha don't worry
 sung: you know me better than that
 rei: seriously you fuckhead we've got enough to deal with right now

>> So I also spent some time in Docs figuring a format that worked better, there. Here's an example - maybe you can see where the webpage format comes from.



the hour of judgment arrives. repent, or be obliterated!
 lilith evangeline sinclair: 8 mana 4/4 warlock legendary // Pseudomonarchia Caelorum // [promised pain](#)
 spell damage +5.
 discard your hand and fill it with random damage-dealing spells.
 permanently change the background music to one of lilith's themes.

dark/psychic

moody

justified

-

luster purge

moongeist beam

night daze

spacial rend

-

light that burns the sky

never-ending nightmare

black hole eclipse

clangorous soulblaze

-

naughty

-

finales funkeln: lilith has a 50% chance of interrupting an ally's attack with "now it's my turn!!"
 while annoying, she's too strong for anyone to tell her to stop.

My name is Lilith!! Hear my plea, Lord of the Seventh Dawn! Let thine holy light purge my enemies, let thy sacred glory eradicate those sworn to darkness! Within my right hand, the flames of perdition become my blade; within my left, the hymns of the Choir become my bastion; with them in unison, I strike at thee in the name of Zaid! The weight of the world's sin is my judge, the righteous fury of the forsaken my wings! Repent, or be obliterated!! Final Invocation: Dies Irae!!!

theme: [bloody tears](#) [black bullet](#) [divine bloodlines](#) [power-hungry fool](#)

signature: ridiculously overpowered elegant gothic lolita chuunibyou. the one and only.

notes: lilith is actually chinese. "lilith evangeline sinclair" is a pseudonym, and she's far more intelligent than she likes to let on - she enjoys being annoying and overdramatic.

ren: what's up with your getup, anyways? aren't you a follower of zaid?

lilith: my goffik raiments grant me great powers! it allows me access to my inner darkness, my dark side manifested!! this accursed eyepatch is the only thing keeping my bloody agony in contr-

ren: glad to have you on board, lilith.

// User Evaluation:

>> The people I collaborate with loved a lot of the changes - it made things a lot more workable. Hopefully some of that comes across, as you use it a little, and see some of the context, here - I went through a lot of ideas.

I didn't ask too many outsiders, because I was working on it for us. I'm planning to continue working on it into the future, so take what's present here as a sort of skeleton/base, rather than a fully featured project.