IntelligenceCheck Overview

The Need/Demand for IntelligenceCheck

* Designed to streamline several components of conventional Dungeons & Dragons play that can be arduous via conventional methods
  + Communication between players and Dungeon Master
    - Potential problems:
    - Setting dates for meetings/campaigns
    - Big group discussions regarding changes or decisions with a campaign
    - Questions/confusions regarding D&D play or campaign specifics
  + In-game play elements
    - Forgotten materials i.e. Character Sheets, DM notes, dice, etc.
    - Inefficiency of dice rolls i.e. off-table rolls, lost dice
    - Unclear/confusing in-game elements with campaign-to-character interactions
  + Miscellaneous issues:
    - Managing long-distance campaigns via Skype or other online communication outlets
    - Preservation of printing materials/costs

Specific parts of IntelligenceCheck

* Three main interfaces:
  + Player Interface (Character Sheet)
    - Includes fields for text, numbers and symbols with labels for each field
    - Layout designed for ease of use on iPhone, iPad and other mobile iOS devices
    - Certain numerical fields will be editable with others that are not – filled in with built-in equations to expedite completion of form
  + Resource Interface (Player’s Handbook, Dungeon Master Guide, Monster Manual and Notes option)
    - Text/image scrolling documents for the PHB, DMG and MM
    - PDF format for easy viewing
    - Notes option will be similar to other note apps – typing/drawing functions
      * Touch screen response to drawing
  + Interaction Interface
    - Map/Scenario viewer
      * Premade drag-and-drop images for map creation (samples):
        + Trees
        + Bodies of water
        + Buildings
        + Generic people
      * Uploadable drag-and-drop images
        + Restrictions on size and file type
    - Combat tracker
      * Involved characters are auto-filled with option of adding additional combatants
        + Scripts to add players
        + Pre-set fields i.e. Name, HP, AC, Ability scores, ets.
      * Customizable order of parties according to initiative rolls
        + Touch screen response to reorder
        + Customizable options on access to functions such as reordering combatants
      * Dice simulator
        + Random number generator
        + Customizable parameters for number and type of dice