

D&D 5e Website:

Wireframing Existing

Websites

D&D 5e Character Generator (2/2)

Attributes Tracked:

- Name
- Class
- Race
- Age
- Background
- Physical Description
- Alignment
- Traits, Ideals, Bonds, Flaws
- Other character lore (i.e. origin, birthplace...)

User Inputs:

- Source books used (radio buttons)
- Recent Characters generated, gender, race, class, background (dropdowns)
- Name (text field)
- Generate character / attribute (button)
- Lock/unlock attribute (toggle)

Outputs:

- Character image
- Text
- Character card

Pros/Cons:

- + Thorough & modular
- + Image & character card output
- + Organized & not an eyesore
- Lots of extra clutter
- User input mostly randomly generated
 - No info for new players
 - No export options
 - Lack of interactivity

16 Personalities (1/2)

Search language

Logo

Tab Tab Tab Tab Tab Tab



Login

Save Profile

Background Header Image

Subtitle

Image Step 1:

Image Step 2:

Image Step 3:

Progress Bar: 10%

Category

Radio Buttons

Agree



Disagree

Next

Share: F I T M

Copyright

Contact terms & conditions privacy policy

F I T

Class: White Gray Green Pale Purple

Result Window:

Header

Subtitle

Image

Caption

••••••••

Next

Header

Header

Image

Ratio



Go Back ••••••••

Next



16 Personalities (3/2)

Navbar:

- Your results
- Premium guides
- Specialized Tests • Teams
 - Personal Growth
 - Career
 - Relationships
- Resources
 - Personality Types
 - Articles
 - Surveys
 - Theory
 - Country Profiles
- Search Bar
- Language Select
- Login • Save Results

Inputs/Outputs:

- Radio Button inputs
- Card Outputs
 - Image
 - Text
 - Radio Bar

Footer:

- Social Media
- Terms & Conditions
- Contact Info
- Privacy Policy
- Copyright

Pros/Cons:

- + Simple, intuitive layout
- + Efficient website design, but not plain
- + Shows how less is more
- Layout may not scale up well w/ more details/inputs
- Email exporting only

Limbus Company (1/2)

Colors: • Yellow • Red
• Black

Media
Links
↓↓↓

Auto-Scrolls user to location

Logo

Tab

Tab

Tab

Tab

Tab

Tab

Language v 0 0 0

Fixed Navbar

Banner Image Background

Image

Header
Caption

••••••••••



Link

Link

Link

copyright

Limbus Company (2/2)

Pros/Cons:

- + Emphasizes images & visuals
- + Stylized & designed for website content
- + Unique & immersive
- Not scalable: more content means much more scrolling
- Little room for user interactivity; is just a souped-up slideshow
- Highly dependent on visuals to be high-quality

DDDE Website

Wireframe:

What I Need: What I Want:

What I'd like in the Future:

- Generate values for the following attributes:
 - Name
 - Class
 - Race
 - Languages
 - Alignment
 - Background
 - Deity
- Allow for user input to generate values with some degree of control (i.e. pick from a list, or make your own)
- Outputs generated values in some organized and visually appealing way (i.e. character card)
- To be easily usable, readable, and newbie friendly.
- To show as well as tell.
- To allow for an interactive, rather than static, user experience
- To have a modular design to allow for adding more details and features.
- More attributes
- User recognition (i.e. accounts, storage)
- Character sheet exporting
- Backend storage
- Make it a real website w/ domain,


Home Page:

Navbar

Logo Home About Contact Disclaimers Resources Log In

Fatespinner 

An interactive D&D 5e character
Creator designed for new players.

 Start the Process
generate a character now

GitHub link

Footer

Character Creation Page:

Navbar (see Home Page)		
<div>Icon</div> <div>Header</div> <div>Description</div> <div></div> <div></div> <div></div> <div></div>	Option	
	Option	
	Option	
	Option	
	Option	
	Option	
	Option	
		<input type="button" value="Reroll Options"/>
< Go back	<div>●○○○○○○○○○</div> <div>skip this step (chooses randomly)</div>	Next >

- Have one page per attribute
 - Choose from 6 random options
 - Can reroll to get 6 new random options

Output Page:

Icons display based on choices made earlier!

Navbar



Name Name



Race:

Description...



Class:



Alignment:

...

(Back to Home)

GitHub Link