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CIS 1408 – Web Programming II

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Creative Brief

**Background**

This project is going to address the need for game mastering tools for tabletop role-playing games (TTRPG). There are several sites already out there for this sort of site, but, unfortunately, they are either costly or the UI is severely lacking. Ideally, this site will meet somewhere in the middle – offering a free-level service to manage all the necessary content for game mastering and offering paid services that grant access to more functionality.

**Target Audience**

The target audience is males between 16 and 40 years of age that are Game Masters for Dungeons & Dragons, Pathfinder, and the Cypher System rulesets. They’re looking for tools that don’t take away from their experience running their games, but still allow for quick generation of NPCs (non-player characters), treasure, encounters, etc.

**Goals**

I want to create an NPC generator, treasure generator, and encounter generator. If those goals are met, the next goals (in order): player character sheets, world generator, and custom monster creation.

**Deliverables**

The site will offer a management service for users to maintain their TTRPG games.

**Budget**

I work for free.

**Schedule**

See goals – That’s the order I’ll do it, but as far as timeframe I’m not sure.

**Brand Guidelines**

It’ll be my own brand guidelines - I have a color scheme which is currently in my site documents.

**Design Strategy**

I’ve created a mockup of the site without bootstrap, but I’ll be adding to it as we learn more to get it to where it needs to be.