Tavern Cellar

Nicholas Lampert (PO)
Kevin McCotter
Eric Rodriguez
Justin Farris

Indie Roleplaying System Archive

Description

A site to save and categorize indie roleplaying game systems.

- Uploads and downloads of system reference documents (SRD)
- Developer feedback and discussion
- Category tagging
- In-browser preview
- Modern look and feel

Sprint One

- As a roleplaying game developer, I want to be able to upload my systems so that other people can view them.
- As a roleplayer, I want to be able to view uploaded systems without having to log in.
- As a roleplayer, I want a voting system so that I can see which systems are well rated and worth playing.

Sprint Two

- As a user, I want an intuitively designed layout.
- As a roleplaying game developer, I want a feedback system so that I can get information on how I can improve my roleplaying system.
- As a roleplayer, I want category tags so that I can find and tag systems so that I can more easily find ones which I want to use.

Sprint Three

- As a user, I want an aesthetically pleasing design so that using the site is an enjoyable experience.
- As a user, I want to be able to preview roleplaying systems in my browser.
- As a user, I want a search system so that I can find specific game systems.
- As the website owner I want a reporting system so that copyrighted material can be identified.

Architecture

Challenges & Risks

- Learning Flask
- Learning Node.js and Stylus CSS preprocessor
- User testing to ensure functional interface

Technologies

Backend: Flask, Python, Node.js, Amazon EC2
Frontend: HTML & CSS, Materialize, Stylus
Organization: Slack, Pivotal Tracker
Version Control: Github