# Final Project: Spellbook App for Dungeons & Dragons 5th Edition

"The Technomancer's Tomes"

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## Summary: Purpose and Scope

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This app will be useful for people who play spellcaster characters in Dungeons & Dragons (D&D).

The purpose of this app is to assist D&D players in tracking the list of spells their characters can cast while providing a thematically-fitting interface to make tracking spells more fun and immersive.

The app will be designed to look like a collection of spellbooks.

Users should be able to add and remove spellbooks (the idea is to add a spellbook for users will be able to read about their character's spells.

Finding the details for specific spells should be quick and easy.

Adding and removing spells from a spellbook should be quick and easy.

Searching for specific spells should be easy -- spells should be searchable by name, spellcaster class, and spell level.

Adding and removing custom spells should be quick and easy.

Parts of the interface should look like a book.

There will be a floating menu button in the lower right corner of the screen which is context-dependent.

### Research

I found a few similar apps on the Google Play Store. I actually really liked the most popular one called "5th Edition Spellbook". However, I want my app to feel more like accessing books. One big issue I have with every other spellbook app I've used is that they almost never contain all of the spells in D&D 5e; even those that do contain nearly all the spells don't always offer a way to add user-defined spells.

I would build mine to include versions of spells from a few extra D&D source books, because I dislike having to enter spells myself. For the same reason, I would also try to create an easier and more intuitive way of adding custom spells to the list from my simplified floating menu button. I would combine the necessary functionality of both of "5th Edition Spellbook"'s menus into my single floating context-dependent menu.



"5th Edition Spellbook" by m&m Apps

## Software / Tools Used

- Adobe Illustrator -- used to create the icons and wireframes
- Adobe XD -- used to create interactive prototype

# Icon designs











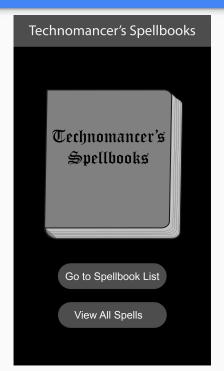


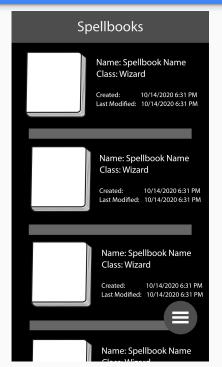


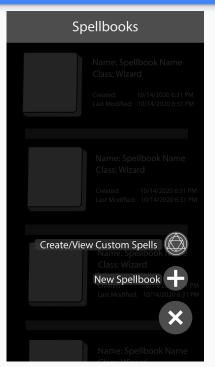


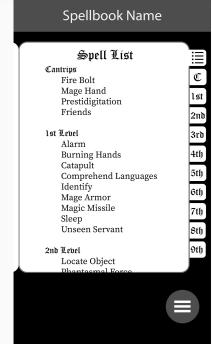


### Lo-fi Wireframes







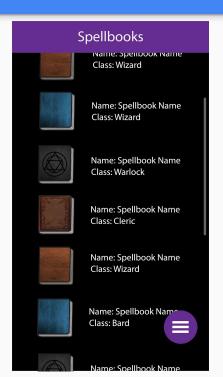


## Hi-fi Wireframes

A couple iterations of hi-fi designs for the spellbook list page. I ended up going with similar to the middle and right one.





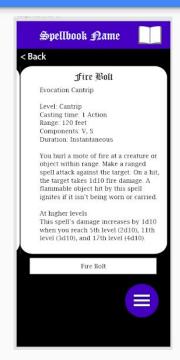


## Screenshots of Interactive Prototype in XD









To create my color scheme, I started with a split-complementary scheme (purple & cyan with dark orange), then added a shade of red and another shade of brown

## Colors

I originally used a deep blue but replaced it with a deep purple because purple is evocative of the arcane. I utilized a dark cyan color for a similar reason.

I included shades of brown to call to mind dusty leather-bound tomes sitting on an old wooden shelf.

I incorporated red in the twenty-sided die on the splash main menu screen due to its association with Dungeons & Dragons--the official D&D logos are primarily red--but I used a darker shade to fit with the rest of my scheme. Red adds a sense of adventure.



## Typography

- Old English Text MT -- gives a fancy calligraphic / archaic feel
- Myriad Pro -- clear, legible sans-serif font
- Lucida Fax -- clear, legible serif font. Serif font gives less of a modern feel; used more for text inside the spellbooks

# Spell List

#### Cantrips

Name: Spellbook Name

Class: Wizard

Created: 10/14/2020 6:31 PM Last Modified: 10/14/2020 6:31 PM

Alarm
Burning Hands
Catapult
Comprehend Languages
Identify
Mage Armor
Magic Missile

## Video of Interactive Prototype in XD

#### Link to interactive prototype:

https://xd.adobe.com/view/bdc8bfd 4-fa54-41e0-b0d4-09a98c66a033-e 89b/

# Thank you!

Thank you for your time!