

This is the stuff that was pulled out of the Release Plan.

Our USPs (Unique selling points):

- Provide tools for a dungeon/game master in Dungeons & Dragons to supplement any D&D campaign.
  - These tools, in terms of D&D sessions, will be made primarily available to the DM/GM only.
- Streamline certain aspects of D&D that would normally take much more effort than is needed by the DM/GM.

Some potential users (and how high priority their requests are):

- Games Master
  - New (Must haves)
  - Expert
- Player
  - New (Must haves)
  - Experts
- Observer - (Nice to have)
  - Omniscient - Can see everything, including GM
    - Essentially GM without control
  - Nigh-Omniscient - Can see everything players see, nothing that GM knows
  - Limited-Omniscience - Can see everything a player can see (third PoV player)
    - Essentially player without control

Questions to be clarified:

- Will any samples be provided?
  - Maps, characters, items, etc.
- Is the target audience people who are more new to the hobby?
  - How heavy will the training wheels be?
  - Will there be a tutorial?
- What platform is the software going to be?
  - Language, conventions that are to be followed?
  - Protocols for communication between players, GM
- Will there be accounts, user storage?
  - Probably only need the GM, others can just join into them.
  - Some security to ensure proper targets join
    - Invitations, codes, w/e
- How much generation will be sufficient?
  - Complete campaign generation: maps, items, characters, quests, etc.
  - Local map generation: Towns, dungeons, etc.

- Enemy generation: Enemy types, encounter types, boss types
- Is there a limit to the number of players/observers?
- In regards to map images, will the structure build itself, or are GMs expected to lay them out?
  - Prob too hard, since it will require image recognition to be useful
  - Unless images match some format, but that's kinda lame
- Generation will require map chunks to be tagged in some useful way so that generator knows what they contain:
  - Entrances/Exits
  - Are potential combat zone, safe haven, some mix (seedy towns?)
  - Enemy score (level/quantity/location)
  - Support score (gatherables?/NPCs)
  - Dimensionality (stairs to different levels)
  - Theme consistency?
    - No Ice tundras next to lava seas, or bandit camp next to military fort
    - Unless expressly placed by expert GM?
- How much automation?
  - Determine valid targets for players?
    - Light levels/line of sight/proximity
  - Number trackers?
    - Health, resources (both physical and immaterial)
  - How far to move the slider between table top sim and D&D videogame?

#### Potential goals/ideas

- Dice roller
  - D20, D100, D8, etc.
  - Maybe there are buttons already laid out for the commonly used ones, and a "custom" button for entering in a digit X and generating a random from 1 - X?
- Map generation
  - Generate small interiors, large exteriors, and maybe worlds at a much larger scale?
  - Names? (Generate a tavern hotkey, creates "The Bard's Trousers", "The Bargewright Inn", "The Cloak and Stagger" etc.)
    - I'm realizing a lot of this project might require NLP lmao
- Map maintenance
  - If we don't let them generate a map, this becomes kind of hard; how do we let them import a map? Create their own? Yikes
  - Player/enemy/npc locations
    - Viewable by players?block

- NPC/Enemy generation
  - Everything from their job, to the kind of boots they're wearing, to their strength score.
  - Might be worth making this editable in case you really, really want random enemy ability scores, but want to name them "Baddie McEvilpants", or they must be wielding a sock
- Keeping track of player sheets
- Character sheet creation

<b><u>IDEA</u></b>	<b><u>COST (1-10)</u></b>	<b><u>PRIORITY (1-10)</u></b>
Dice roller	2	10
Track player sheets	3	10
Char creation	6	7
Initiative tracker / Information tracker	2	10
Stat blocks	5	7
Map editor	5	4
Map effects	4	4
Map generation	9	4
npc/enemy generation	4	8
Moveable and interactable tokens to be put on digital map	2	9
Game save option	5	7
Event Log	2	10