

DM Tools: An Interactive Dungeons and Dragons Framework for Dungeon Masters




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ABSTRACT

Dungeons and Dragons (D&D) has maintained a vibrant community of enthusiasts for over 45 years, but many aspects of the gameplay are hindered by dependence on traditional pen and paper usage. The goal of our DM Tools product is to enhance the experience of in-person D&D games by providing a centralized means for the Dungeon Master (DM) to generate, organize, and manage the complex interactions of details needed for gameplay. Our tool's focus on improving DMs' performances complements other electronic applications focused on enhancing the players' experiences, such as Roll20, and providing DMs a database, like D&D Beyond does.


MOTIVATION AND BUSINESS IMPACT



GOBLIN					
Small humanoid (goblinoid), neutral evil					
Languages Common, Goblin					
Challenge 1/4 (50 XP)					
Armor Class 15 (Leather Armor, Shield)					
Hit Points 7 (2d6)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
8 (1)	14 (+2)	10 (+0)	10 (+0)	8 (1)	8 (1)
Skills Stealth +6					
Senses Darkvision 60 ft., Passive Perception 9					
Actions					
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.					
Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.					
Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.					

Things the narrator keeps track of:

- Where are the characters?
- How healthy are the characters?
- What *can/would* each of the characters do?
- How can each of the characters do this?
- What does the character have with them and why?



ACOLYTE					
Medium humanoid (any race), any alignment					
Challenge 1/4 (50 XP)					
Armor Class 10					
Hit Points 9 (2d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)
Skills Medicine +4, Religion +2					
Senses Passive Perception 12					
Languages Any one language (usually Common)					
Actions					
Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared: Cantrips (at will): <i>light, sacred flame, thaumaturgy</i>					
Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.					

Our Goal: Providing a centralized means of organizing and generating details for playing through encounters inside a campaign

VISION AND PRODUCT OVERVIEW

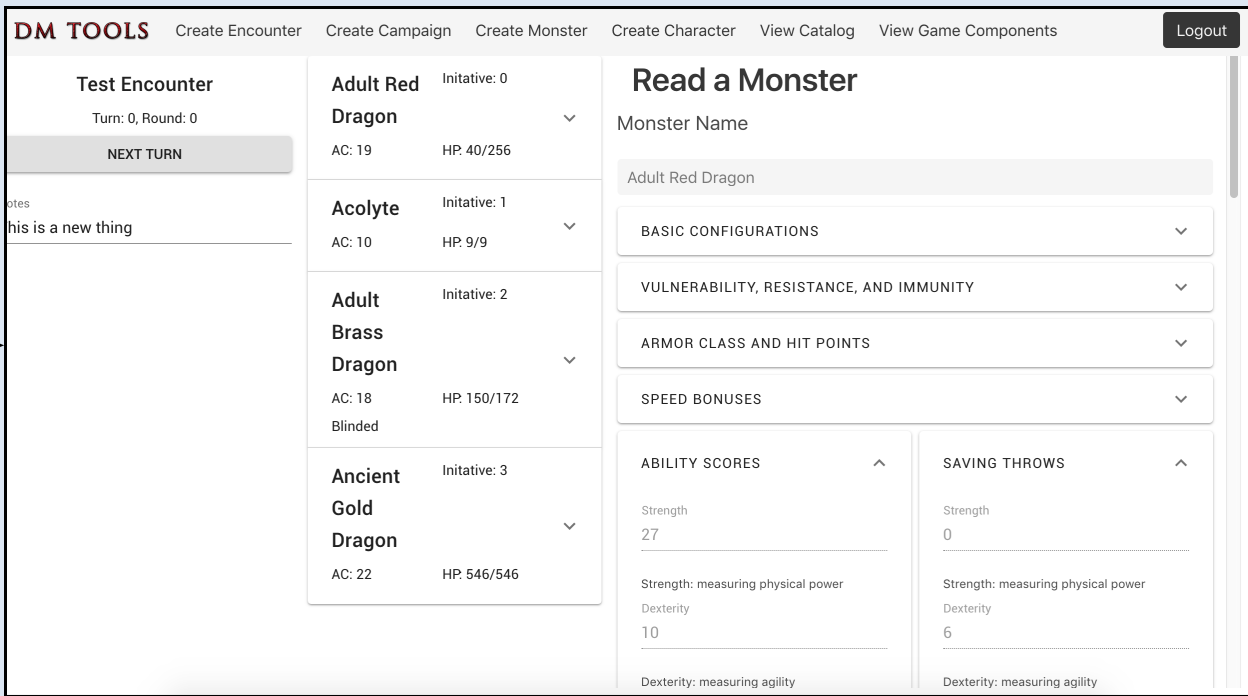
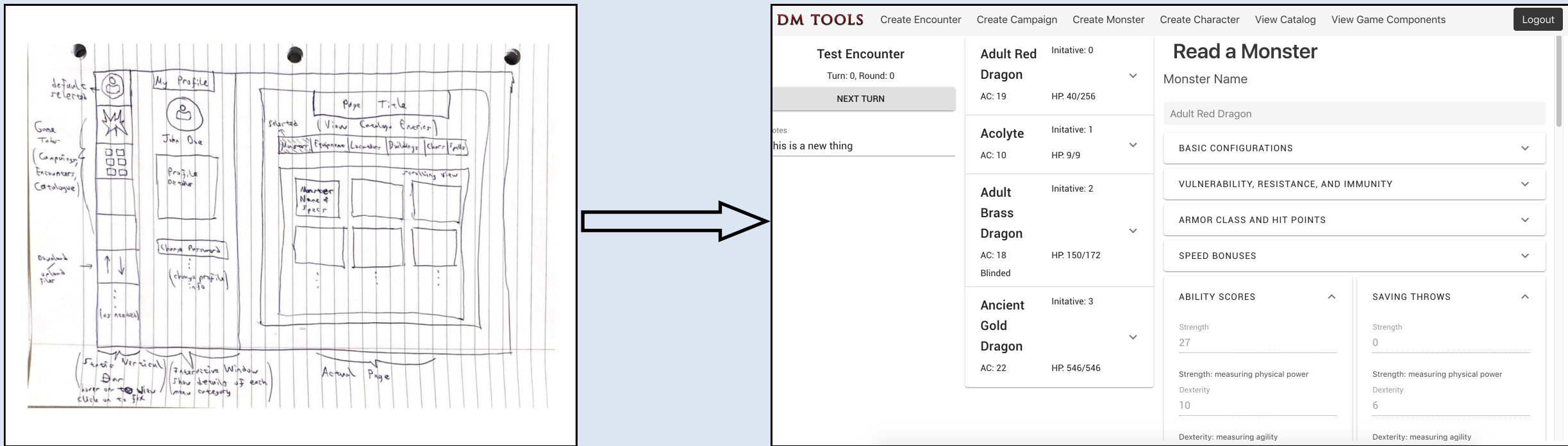


. All the amazing things we have achieved from the product perspective. This is where we sell ourselves. I'm not sure where to put the logo yet.

DM TOOLS

SOFTWARE DESIGN AND APPLICATION

- . The software requirements have been gathered by working closely with the Product Owner.
- . Agile methodologies are utilized to assure software integrity and maximize customer satisfaction.

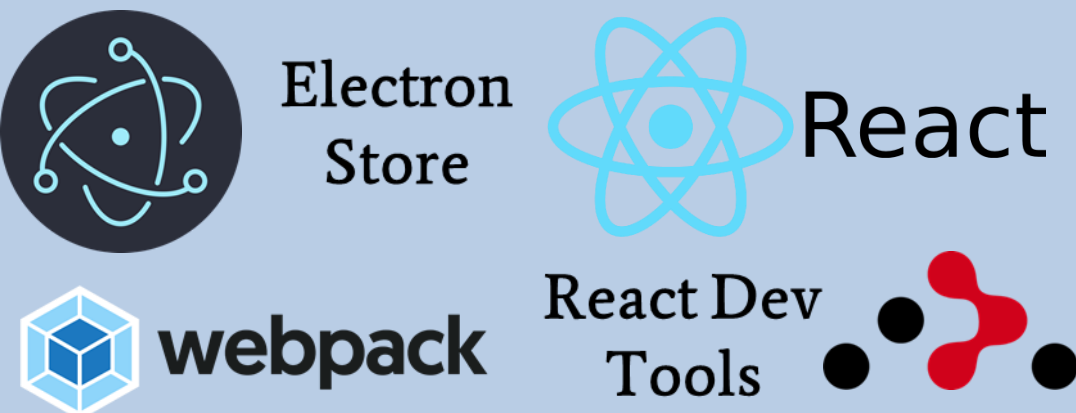


QUALITY ASSURANCE AND TESTING

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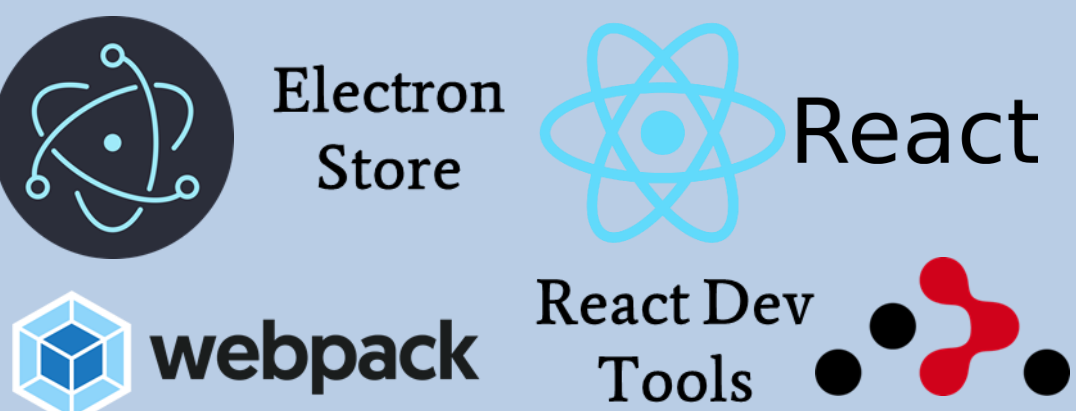
TECHNOLOGIES USED

Frontend Development



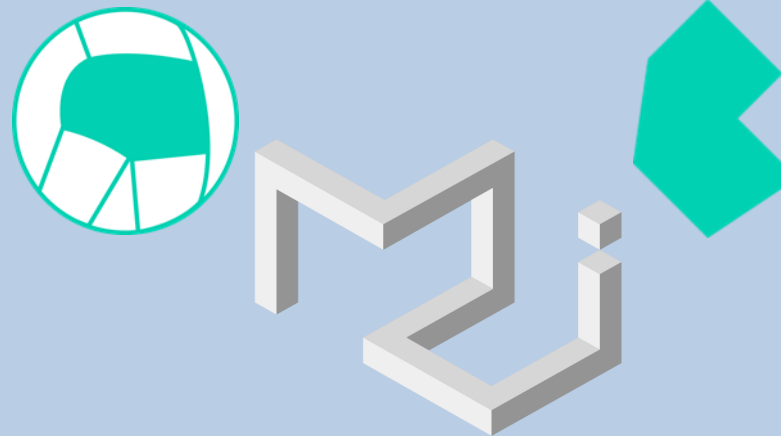
Electron Webpack, Electron Store, React, React Dev Tools, and React Router

Frontend Development



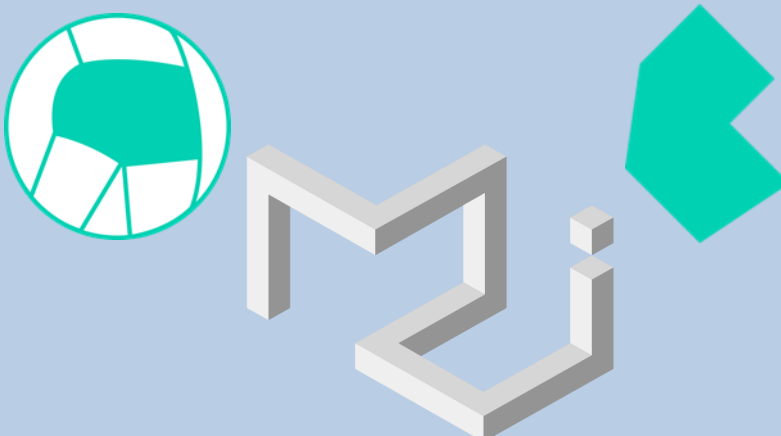
Electron Webpack, Electron Store, React, React Dev Tools, and React Router

CSS / User Interface



Bulma, Bloomer, and Material UI

CSS / User Interface



Bulma, Bloomer, and Material UI

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