

# Chronicis Feature Specification

## 1. Overview

Chronicis is a knowledge management and note-taking app purpose-built for tabletop role-playing games like Dungeons & Dragons. It helps Dungeon Masters and players organize campaigns through structured notes, AI-generated summaries, and interlinked content.

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## 2. Initial Features

### 2.1 Note-Taking System

**Core Idea:** Let users take structured, meaningful notes that are easy to organize, review, and reuse.

- **Persistent Character Notes:** Each player can maintain a regularly updated note tied to their character. These notes evolve over time and serve as a player-authored reference for character development
- **Session → Scene Hierarchy:** Organize notes by campaign structure
- **Titled Notes:** Optional note titles used in summaries, indexes, and search
- **Markdown Editor:** Rich formatting with embeds, tables, and images
- **Private vs Shared Notes:** Notes are public/shared by default. Users must explicitly mark a note or section as private for it to be hidden from others
- **Canonical Source of Truth:** The DM's notes are considered the canonical version
- **Player Notes as Perspective:** Players provide color, emotion, and individual viewpoints
- **Record Timestamping:** Notes include in-world date/time, editable later
- **Rest & Day Markers:** Track long/short rests and passage of time
- **Partial Note Privacy:** Users can mark a section of a note as private (e.g., `[private]...[/private]`), limiting visibility to the author or role-based permissions. Private sections are excluded from AI-generated summaries. When a power user views a note containing private sections, those sections are greyed out and function like spoiler tags—clicking prompts: "Are you sure? This is a private note." Content becomes visible only upon explicit confirmation

### 2.2 Knowledge Management & Lore System

**Core Idea:** Build a structured, evolving knowledge base from gameplay notes using hierarchical articles. In Chronicis, "notes" and "articles" are synonymous terms - every piece of content is an article/note that

can be organized hierarchically.

- **Hierarchical Articles:** Articles can be nested within other articles to create structured knowledge hierarchies (e.g., World > Sword Coast > Waterdeep > Castle Ward > Blackstaff Tower). Articles themselves form the organizational structure.
- **Tree View Navigation:** The left sidebar displays top-level articles in an infinitely deep tree view that can be expanded and collapsed to navigate the entire article hierarchy.
- **Title Search (Sidebar):** A search bar at the top of the left sidebar filters articles by title using case-insensitive substring matching. When articles match the search, all their ancestor articles are automatically displayed in the tree to show the full path/context.
- **Content Search (App Header):** A global search box in the top-right of the app header searches across all article content, including hashtags. Returns matching articles with context snippets showing where the search term appears.
- **Drag-and-Drop Reorganization:** Articles can be dragged and dropped within the navigation tree to restructure the hierarchy. Moving an article moves all its children with it, making it easy to reorganize your campaign knowledge as it evolves.
- **Custom Article Icons:** Users can choose an icon (emoji or symbol) for each article. Top-level articles display their icons in the navigation menu, providing visual distinction and quick recognition.
- **Entity Tagging with Hashtags:** Tag any text within articles using hashtag syntax (e.g., #VajraSafahr, #Waterdeep, #LordsOfWaterdeep). Hashtags automatically link to their corresponding article pages when clicked. If no article exists for a hashtag, the system can prompt to create one. Hashtags can reference characters, locations, factions, items, etc.
- **Hashtag Autocomplete:** Typing "#" in the editor brings up an autocomplete overlay showing existing hashtags/articles. The list dynamically filters as the user continues typing. Users can select a tag by clicking it, using arrow keys (up/down) to navigate options, or pressing Enter to insert the currently highlighted tag.
- **Hashtag Hover Preview:** When a user hovers over a hashtag in an article, a small popup appears displaying the content of the article associated with that tag, providing quick reference without navigation.
- **Backlinks Panel (Right Sidebar):** A collapsible right panel displays all articles that reference hashtags found in the current article. This shows bidirectional linking - which other articles mention the entities/topics in the current article.
- **Content-Level Tagging:** Specific sections or paragraphs within an article can be tagged independently using hashtags, allowing granular entity references within larger documents

- **Canonical Timeline:** Entities appear chronologically across sessions, with references to the specific articles and sections where they appear

### 2.3 AI-Powered Features

**Core Idea:** Leverage AI to reduce manual work, generate insights, and help organize campaign knowledge automatically.

- **Auto-Detection & Tagging Suggestions:** Notes are automatically reviewed to detect repeated terms or phrases that appear to reference entities. Suggestions for new hashtags or links to existing ones are surfaced in a persistent sidebar, allowing users to click and automatically apply the suggested tag to matching content
- **AI Summary Generation:** Each article has a "Generate AI Summary" button that analyzes all backlinks (articles that reference this article via hashtags) to create a comprehensive summary. The AI reads all mentions across the campaign to understand the entity's role, history, relationships, and current status, then presents a cohesive summary to the user.
- **AI Summary Composer:** Summarizes sessions from multiple sources, prioritizing DM's version. Combines DM notes, player perspectives, and transcriptions into cohesive session summaries.

### 2.3 Permissions and Access Control

**Core Idea:** Define what each participant can see or edit.

- **Roles:** Power User, User, Read-Only User
- **Visibility Modes:** Visibility of content is determined by user role
  - Power Users can access and manage all content, including private and restricted materials
  - Users can access public and shared content, as well as their own private notes
  - Read-Only Users may only view content explicitly marked as public or shared
- **Tag & Note Visibility:** Content respects originator's permissions
- **Editor Access Rules:** Role-based capabilities

### 2.4 Maps & Geography

**Core Idea:** Make story and lore spatial with interactive maps.

- **Custom Map Uploads:** For worlds, regions, or dungeons
- **Interactive Pins:** Name and tag locations
- **Map Navigation Mode:** Zoomable, linked to tags
- **Contextual Linking:** Tags in notes link to map pins

## 2.5 Inventory & Resources

**Core Idea:** Lightweight tracking of items and states.

- **Manual Inventory Entries:** Custom items with notes and tags
- **Grouped Inventory:** Organize into containers or loadouts
- **Freeform Trackers:** Spell slots, health, status effects, etc.
- **Trust-Based:** No rule validation enforced

## 2.6 Quests & Objectives

**Core Idea:** Campaign goals and their outcomes, tracked clearly.

- **Quest Log System:** Track active, resolved, and failed quests
- **Linked Entities:** Connect tags and notes to each quest
- **Mini Timelines:** Show quest progression

## 2.7 Timelines & Chronology

**Core Idea:** Visualize world history and story flow.

- **In-Game Date Tracking:** Every session includes in-world date/time
- **Entity Timelines:** Show character/item/event arcs
- **Flashback Support:** Retroactively insert notes
- **Session Timeline:** Display the progression of events across game sessions

## 2.8 Collaboration and Sync

**Core Idea:** Flexible, multi-user collaboration across devices.

- **Cloud Sync:** Data continuity across platforms
- **Multi-Device Editing:** Seamless editing by same user on different devices

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## 3. Future Features

### 3.1 Article Templates

Allow users to create and use templates for common article types, ensuring consistent structure across similar content.

- Pre-built templates for common D&D content (NPC profiles, location descriptions, session prep, magic items, factions)

- Custom template creation: users can save any article as a template
- Template variables/placeholders that prompt for input when creating from template
- Template library shared across campaigns or per-campaign templates

## **3.2 Version History & Revision Control**

Track changes to articles over time, allowing users to view, compare, and restore previous versions.

- Full version history for every article showing who edited, when, and what changed
- "View Changes" diff view highlighting additions/deletions between versions
- Restore previous versions with confirmation prompt
- Version comments/notes to explain major changes
- Undo/redo functionality for recent edits
- Protection against accidental deletions or drag-and-drop mistakes

## **3.3 Live Audio Ingestion**

Listen to real-time session audio (e.g., from Discord or other sources) and automatically generate a canonical session note using transcription and AI summarization. This note is treated as the default source of truth unless overridden by a power user.

### **3.2 Inline Tag Previews**

Hovering over a tag shows a quick summary with key info such as recent activity and relationships.

### **3.3 Tag Merge/Disambiguation Tool**

When tags with similar names are detected, the system suggests merging or differentiating them to maintain a clean knowledge base.

### **3.4 Custom Campaign Branding**

DMs can personalize their campaign workspace with custom logos, color themes, and header art for shared or exported materials.

### **3.5 Lightweight Offline Mode**

A minimal version of the app that can be run during sessions with low or no internet connectivity. Allows users to take notes, manage content locally, and includes an integrated dice roller for basic gameplay needs. If an internet connection is available, the dice roller can optionally send roll results to platforms like Roll20 via an API call. Sync resumes once connection is restored.

### **3.6 AI Personality Insight & Behavior Suggestions**

The system analyzes each character's notes and dialogue over time to build a model of their personality.

Players can then request real-time suggestions during gameplay for how their character might react or behave in a given situation, based on past behavior and personality traits.

### **3.7 Post-Session Reflection Prompts**

At the end of each session, players are prompted to enter their character's emotional reactions or perspectives on key events. This supports richer personality modeling and enhances the depth of persistent character notes.

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## **4. Additional Features to Consider**

### **4.1 Core Gameplay Support**

#### **Dice Rolling Integration**

- Built-in dice roller with history
- Roll templates for common checks
- Shareable roll results to the group
- Roll tracking tied to session notes

#### **Rules Reference Quick Access**

- Lightweight SRD reference or API integration
- Ability to link specific rules to notes/tags
- Personal rule interpretations/house rules notes

#### **Initiative Tracker**

- Simple combat round tracker
- Links to relevant character/monster tags
- Captures key moments to auto-generate combat summaries

### **4.2 Content Enhancement**

#### **Media Gallery & Asset Management**

- Character portraits, location images, handouts
- Voice memo support for quick session captures
- Music/ambiance playlist links per scene/location

#### **Random Tables & Generators**

- Custom random tables (names, encounters, loot)
- Quick NPC generator with auto-tagging
- Weather, rumors, or event generators tied to locations

## **Relationship Mapping**

- Character relationship web (ally, enemy, neutral, romantic, etc.)
- Faction allegiance tracker
- Dynamic relationship changes over time

## **4.3 Organization & Discovery**

### **Smart Search & Filters**

- Full-text search across all notes with role-based filtering
- "Find connections" - discover unexpected entity relationships
- Search by date range, session, or tag type

### **Table of Contents / Campaign Index**

- Auto-generated campaign guide
- "Dramatis Personae" character list
- Location gazetteer
- Major events timeline

### **Templates & Starters**

- Session prep templates
- NPC stat block templates
- Location description frameworks
- Campaign planning templates

## **4.4 Collaboration Features**

### **Commenting & Annotations**

- Players can comment on DM notes (if permitted)
- Question/clarification system
- Upvoting or "liking" moments

## **Session Scheduling & Reminders**

- Built-in calendar for session planning
- Pre-session prep checklist
- Recap distribution before sessions

## **Player Spotlight System**

- Track which characters have had focus recently
- Quest assignment to specific players
- Character arc progress indicators

## **4.5 Quality of Life**

### **Import/Export Options**

- Import from other tools (Notion, Obsidian, OneNote)
- Export to PDF campaign books
- Backup/archive complete campaigns

### **Mobile-Optimized Quick Capture**

- Fast note entry during sessions
- Voice-to-text support
- Photo capture with auto-tagging suggestions

### **Notification System**

- New note alerts
- Quest status changes
- @mentions for relevant players

### **Undo/Version History**

- Note version control
- Rollback capabilities
- "What changed" diff view

## **4.6 Advanced/Premium Features**

### **Multi-Campaign Management**

- Switch between campaigns easily
- Cross-campaign entity references (for connected worlds)
- Campaign templates/cloning

## AI-Powered Insights

- Plot hole detection
- Unresolved thread reminders
- Pacing analysis (too many combat scenes, etc.)
- "Chekhov's gun" tracker for unused setup elements

## Integration Ecosystem

- VTT integration (Roll20, Foundry, etc.)
- Discord bot for quick lookups
- API for custom extensions

## Accessibility Features

- Screen reader optimization
- Dyslexia-friendly fonts
- Text-to-speech for notes
- High contrast modes

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## 5. Open Questions & Considerations

1. **Ownership & Portability:** Who owns the campaign data if players contribute? Can players export their character notes if they leave?
2. **AI Model Selection:** Will users be able to choose AI models or adjust summary styles (concise vs. detailed)?
3. **Monetization Impact:** Which features are core vs. premium? How does this affect collaboration if some players don't pay?
4. **Scale Considerations:** How do features perform with 100+ sessions or 500+ tagged entities?
5. **Homebrew Content:** How do you handle custom races, classes, items that might need special formatting?

**6. Character Note Evolution:** Should persistent character notes have version history or "chapter" markers to track character development over time?

**7. Conflicting Information:** How does the AI handle conflicting information across player notes when generating summaries?