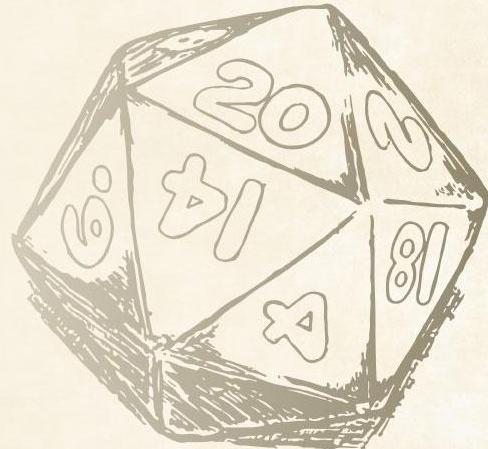


# ROLE PLANNING

Creating a system to help Game Masters and Players alike.

# PLANNING

When first beginning this project, I thought about some things that my friends and I have had the most trouble with in terms of organizing and planning. I also wanted to focus on something that I care about so the design process would be more enjoyable. As I thought about it more, I decided to create something that would help my friends and I organize our D&D campaigns. The aesthetics are fun to work with and there is a great potential for use amongst a growing community of players.

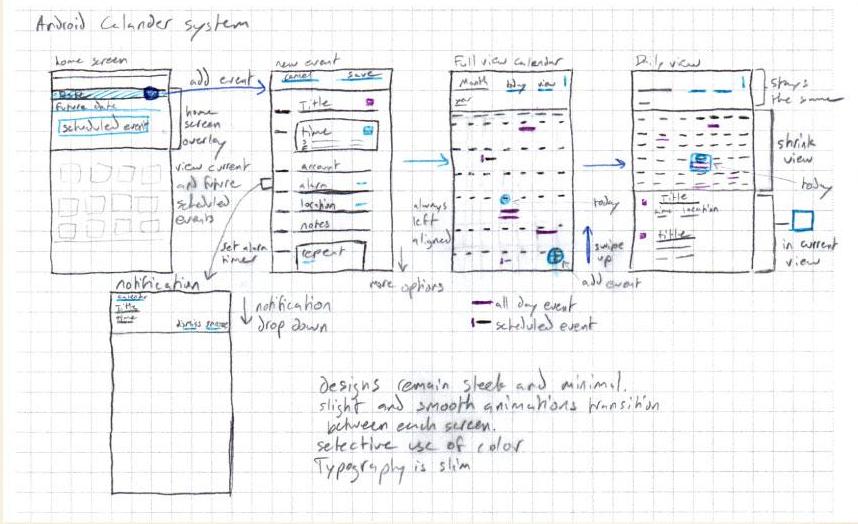


# RESEARCH

I looked at a few different calendar apps that had scheduling and reminder features since that was what I was most interested in including in my design.

Google Calendar mobile site (not the app)  
(looks like it hasn't been updated in years...)

The hand-drawn wireframes illustrate the Google Calendar mobile site's interface. The top row shows the 'Home screen' with a grid of event cards and a 'New event' button. The middle row shows the 'Add Event' screen with fields for title, date, time, location, notes, and repeat. The bottom row shows the 'View Event' screen with details like title, date, time, location, and notes. A callout box highlights the 'Add Event' screen with the note: 'Highly simplified, barely any extra features. Streamlined and incomplete. Causal here. Dimensional and bubbly design may be old, but it conveys touch features well. Could use better sense of alignment.'



These apps make scheduling easy with very few features and actions, thereby keeping everything simple.

# INTERVIEWS

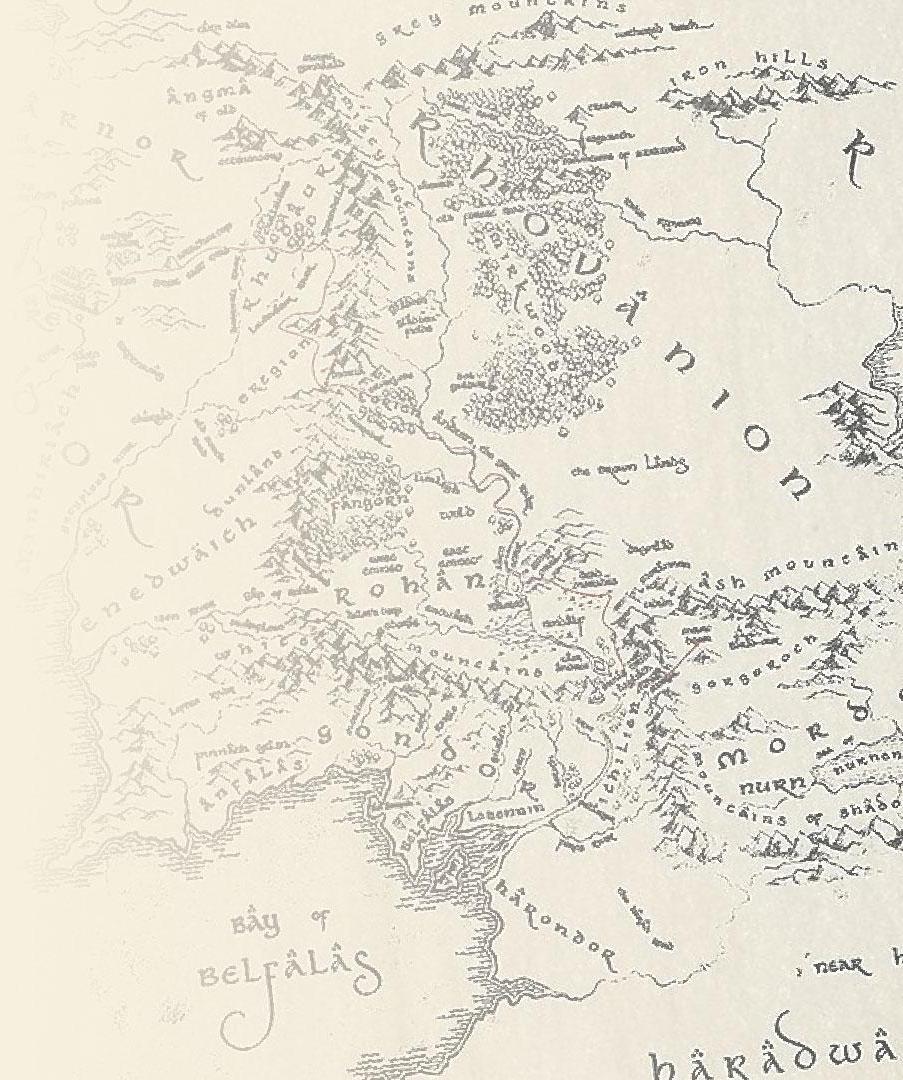
I interviewed several people to find out what they used to keep organized in their daily routine as well as what kinds of features would be the most helpful for them to have.

*"Apps Usually have the best effect for me. Something that has reminders and an accurate time table. They only don't work when I forget to check them."*

*"I keep all of the plans for my games in a word doc. It's not the best system, but I make it work."*

*"Even as a player I still like to make plans and takes notes on how the story of the game is going."*

These were just some of the results I collected from the various interviews, but these represent some of the overall feelings that everyone had.



# USER STORIES

There are a few types of users that this app will be designed specifically for, so I will illustrate some stories of users accomplishing their desired task with this app.

## User 1: The Disorganized Game Master

It is my job to design and run a campaign for my players. I focus on trying to put the world together for my players. Even after creating so much to run a game, I always have trouble keeping to a consistent schedule and finding a time that works for everyone.

## User 2: The Eager New Player

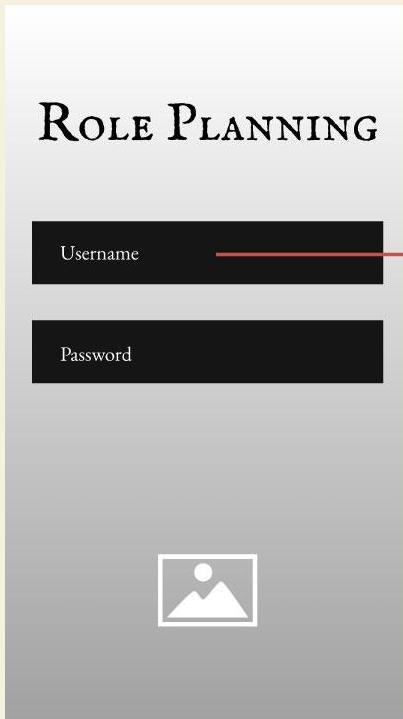
I have created my character so that I can experience the world that my game master has set up for me and the other players. As a new player, I worry about keeping everything straight when it comes to actually playing the game.

## User 3: The Experienced Gamer

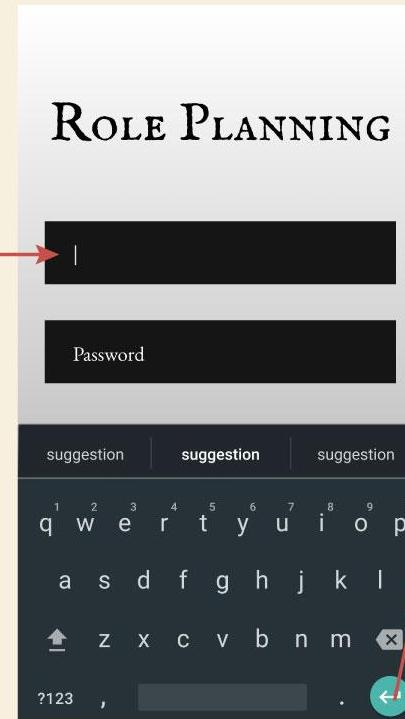
I both run and play in a few different games with different groups. There is a lot that I do to make sure I am a good player and game master for every group that I am a part of. As someone who has multiple responsibilities, it is very difficult to communicate and organize my plans with so many people without falling behind.

## User 1: The Disorganized Game Master

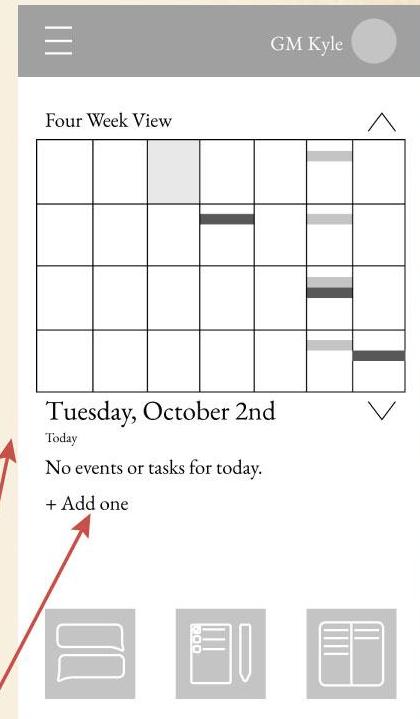
Kyle is the game master of a few groups. He wants to schedule an event and ask his group members if the time works for them. After he logs in to the app he can add the event and send it to everyone.



Login Screen



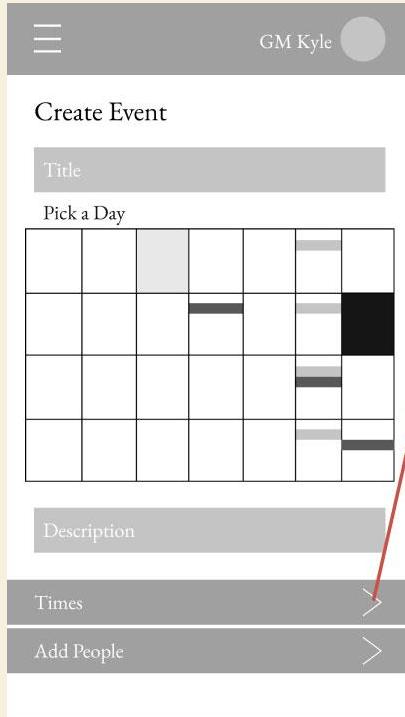
Add Event



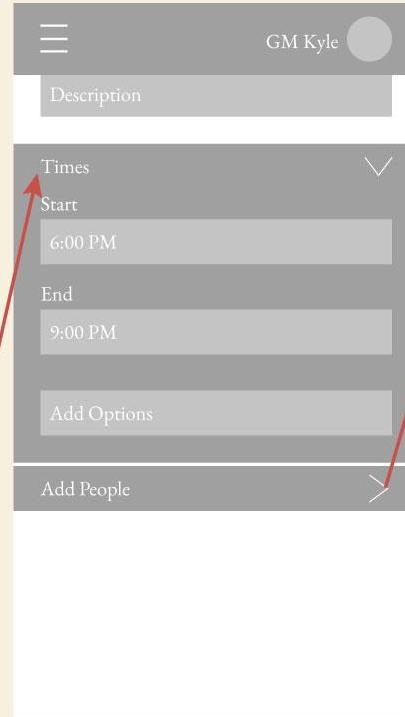
Dashboard

## User 1: The Disorganized Game Master

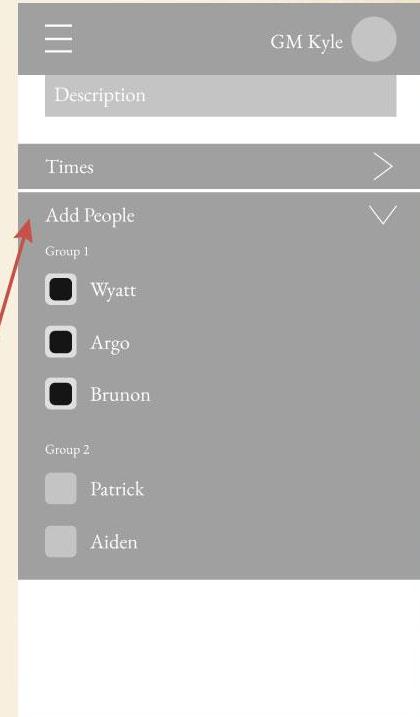
Kyle sets up the event by picking a day, time, and then who will get the message, which is then sent to their inbox in the app.



Set the title, select the day, write the description



Time options



Adding individuals

## User 2: The Eager New Player

☰ PC Argo ⌂

### Four Week View


Tuesday, October 2nd ▼  
Today

No events or tasks for today.

+ Add one



## Dashboard

-  Notebook
-  Kyle's Campaign
-  Character Notes
-  + Add section

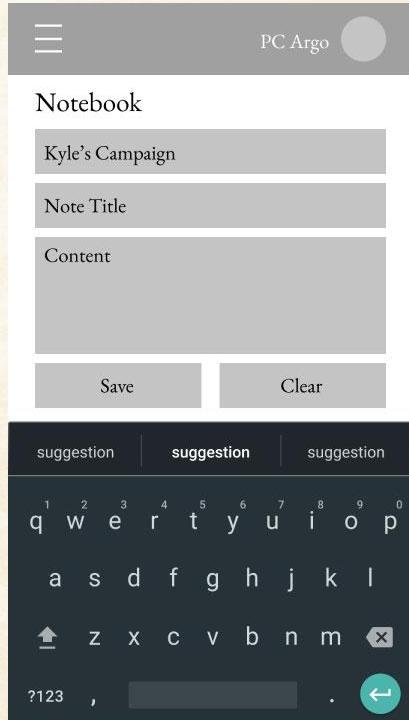
## Notebook

- ☰
- PC Argo
- Notebook
- Kyle's Campaign ⌄
- Session 1
- Session 2
- Session 3
- + Add note
- Character Notes ⌄
- Carcino
- Lady Urbosa
- Mages
- Mafaufauga
- + Add note
- + Add section

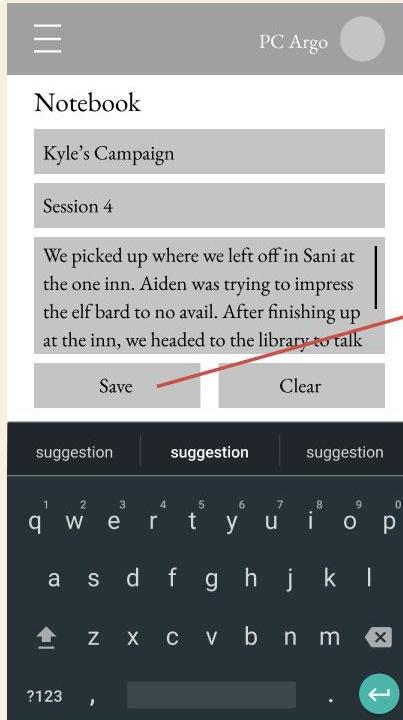
Adds new note to  
existing section

Argo is a new player. He is dedicated to keeping track of the world and story that was told to him by his game master. From his dashboard after logging in, he can quickly access his notebook and view his current notes.

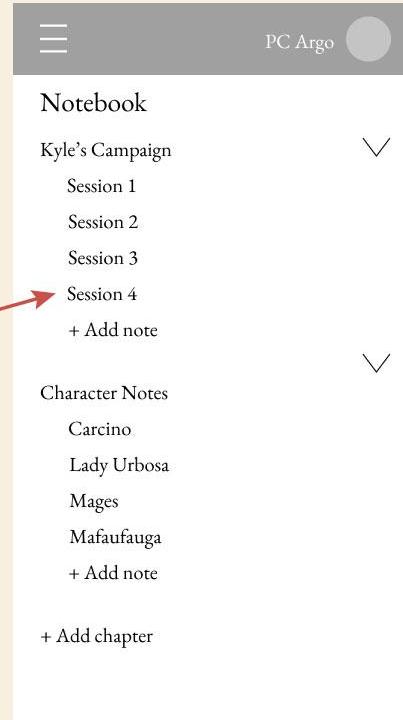
## User 2: The Eager New Player



Creating Notes



Updated Notebook



Argo jots down his notes during the game so he can view them whenever he wants and keep track of everything he needs to remember.

## User 3: The Experienced Gamer

Aidan both runs and plays in a few games. He needs to be able to reach all of the individuals involved in his multiple groups. He can switch between his multiple profiles in order to read the message that he has received from one of his players.

The image consists of three side-by-side screenshots of a mobile application interface, separated by vertical yellow bars. Each screenshot shows a 'Four Week View' calendar grid. A red arrow points from the first profile to the second, and another red arrow points from the second profile to the third.

**Screenshot 1: Change Profile**

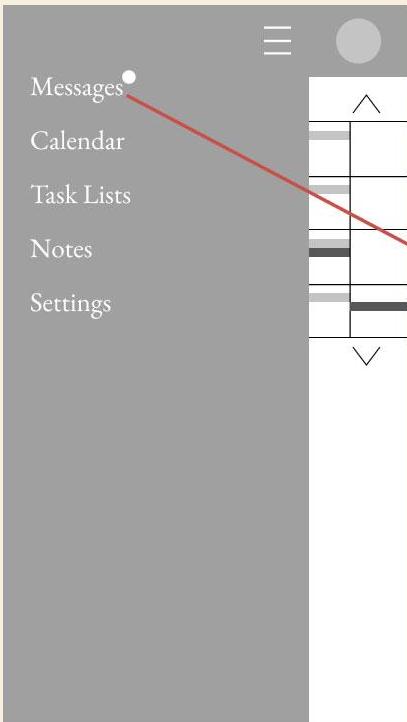
- Profile: PC Barnur (highlighted with a white dot)
- Date: Tuesday, October 2nd
- Message: "No events or tasks for today."
- Action: "+ Add one"
- Icons: Chat, List, Journal

**Screenshot 2: Other Profile Page**

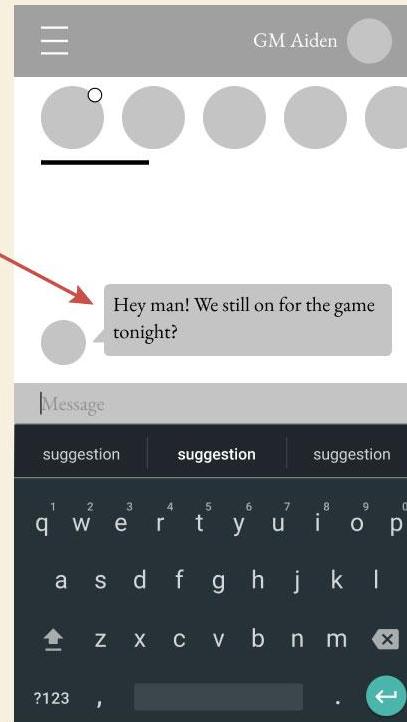
- Profile: GM Aiden (highlighted with a white dot)
- Date: Tuesday, October 2nd
- Message: "Foolish Adventure Session 8:00 PM - 10:00 PM"
- Action: "+ Add one"
- Icons: Chat, List, Journal

## User 3: The Experienced Gamer

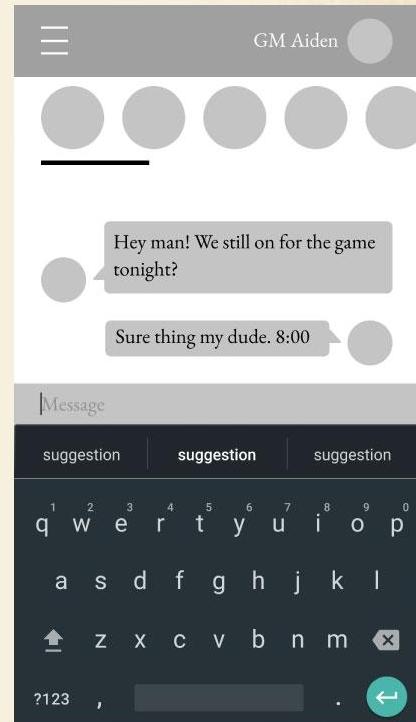
Aiden can contact the players of his group under this profile. He views the notification and answers the direct message in the Messages portion of the app.



Menu



Messaging



# STYLE FACE OFF

THE INN



THE DUNGEON



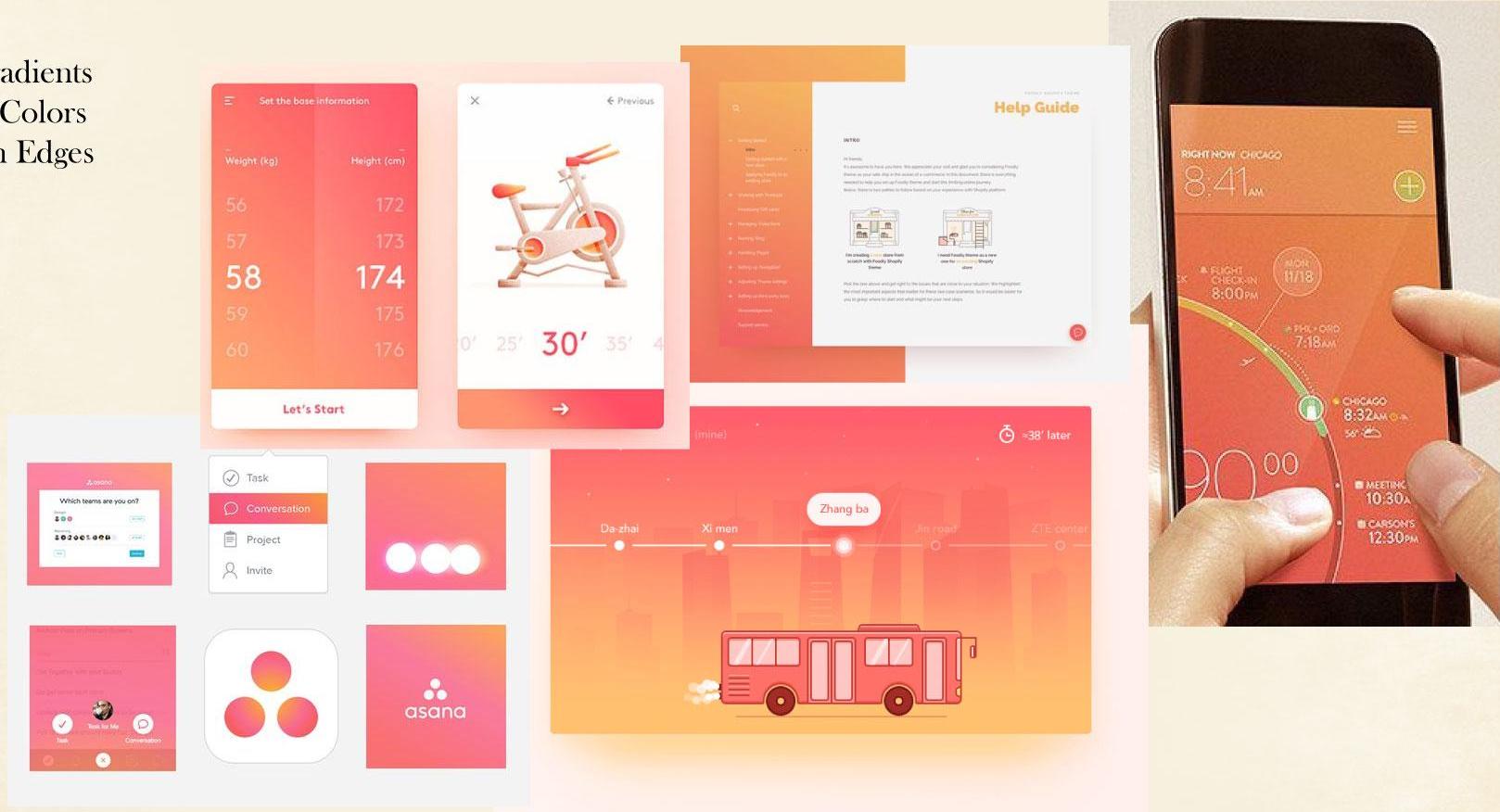
# MOOD BOARD: THE INN

- Warm
- Inviting
- Friendly
- Intimate
- Relaxed
- Energetic
- Bright



# INSPIRATION BOARD: THE INN

- Soft Gradients
- Warm Colors
- Smooth Edges



# STYLE TEST: THE INN

I wanted this design to be more inviting and friendly with warm colors, rounded edges, and dimensionality. It would also have a more information dense layout. It is meant to be a safer option favoring the less experienced user, making sure all of the information is explained well. This might make the more experienced user a bit impatient as the information might get in the way of accomplishing their desired task quickly.

GM Kyle  
Carcino's Conquest

Create Event

Title

Saturday, October 13th >

Times

Start To End

+ Add

Add People

Group 1

- Maufaufauga
- Argo
- Frocis

Group 2

- Gwenria
- Barnur

Description

Next

GM Kyle  
Carcino's Conquest

Create Event

Special One-Shot Game

Saturday, October 13th >

Times

11:00 AM To 2:00 PM

6:00 PM To 9:00 PM

+ Add

Add People

Group 1

- Maufaufauga
- Argo
- Frocis

Group 2

- Gwenria
- Barnur

Next

GM Kyle  
Carcino's Conquest

Review Event

Special One-Shot Game

Saturday, October 13th

11:00 AM to 2:00 PM  
or  
6:00 PM to 9:00 PM

Group 1

Wanted to run a quick Pathfinder game for fun next weekend, let me know if you can make it what times work for you.  
D&D is still on the usual time.

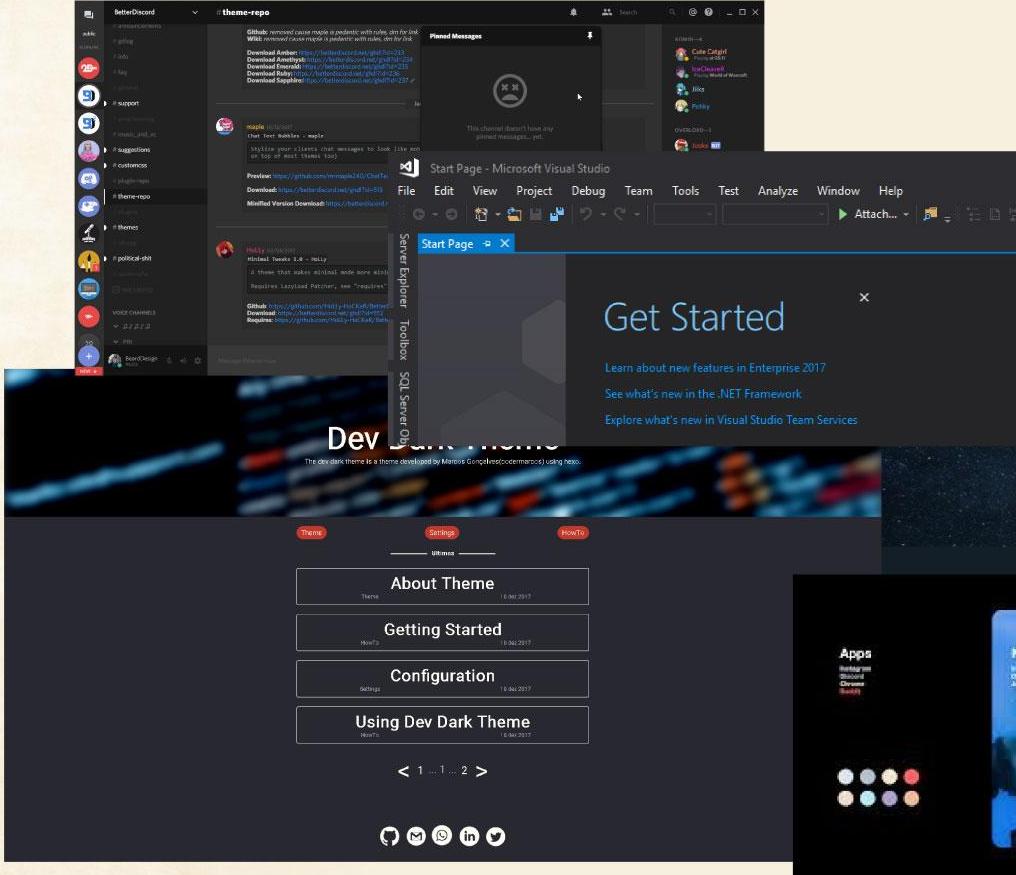
Finish

# MOOD BOARD: THE DUNGEON



- Cold
- Dark
- Wet
- Daring
- Quiet

# INSPIRATION BOARD: THE DUNGEON



## DARK MODE LIST

A List of Apps That Support Dark Mode



### DevTools

Settings -> Preferences ->  
-> Dark

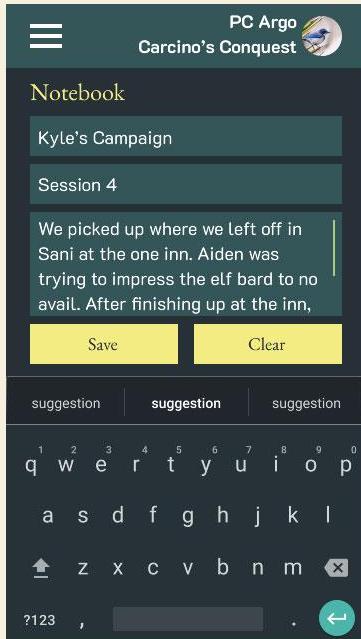
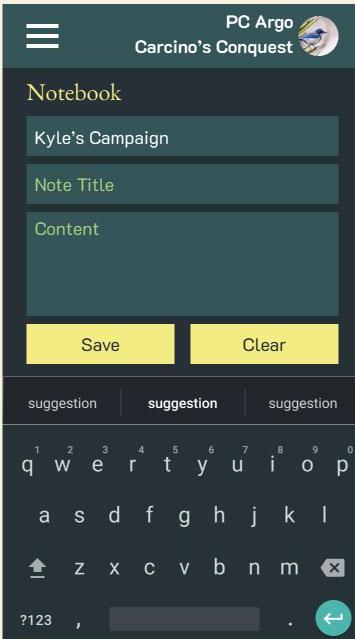
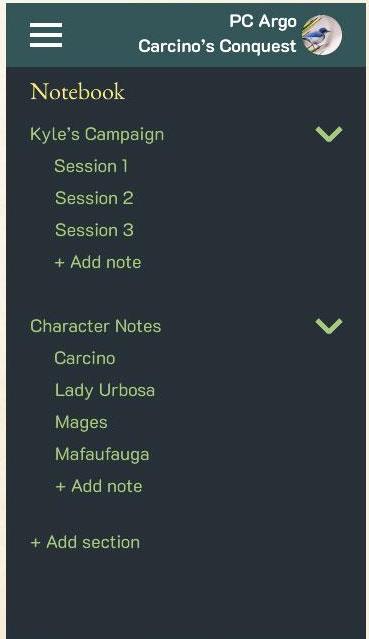


### Slack Black Theme

Follow the instruction on site



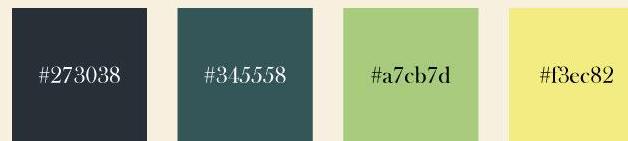
# STYLE TEST: THE DUNGEON



This style will have a much sleeker design with colder colors, sharp edges, and more streamlined approach. It would be a bit less information dense, making everything quick to access and quick to finish. This will make it easier for the more experienced users to get what they need to done, but might make it harder for the new users to learn the way some of the features work.

# STYLE GUIDE

The final choice I decided to go with was the Dungeon aesthetic. I felt like it would appeal to the targeted users the best. It will allow the users to accomplish their desired tasks quickly and with a tool that has calm, cool colors with a simplistic layout.



Main Colors

Accent

**MAIN TITLE - IM FELL ENGLISH SC 48PT**

**Clickable Objects - K2d Bold 18pt**

Headers - EB Garmond Regular 24pt

Other Content - EB Garmond Regular 12pt

Icons and buttons



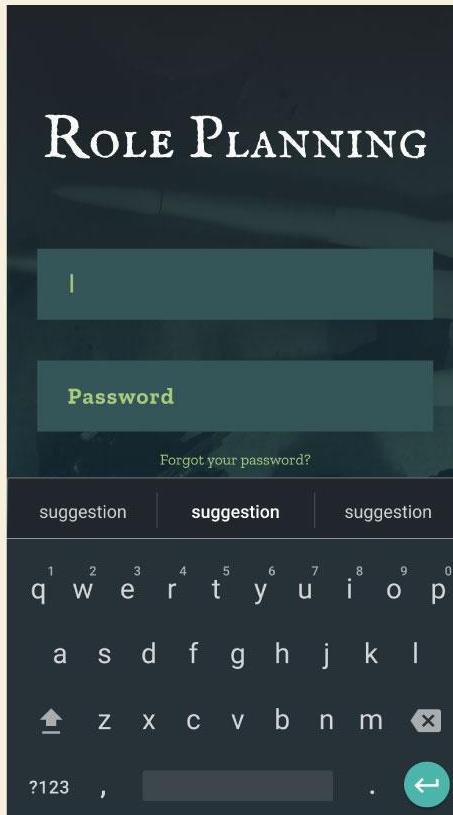
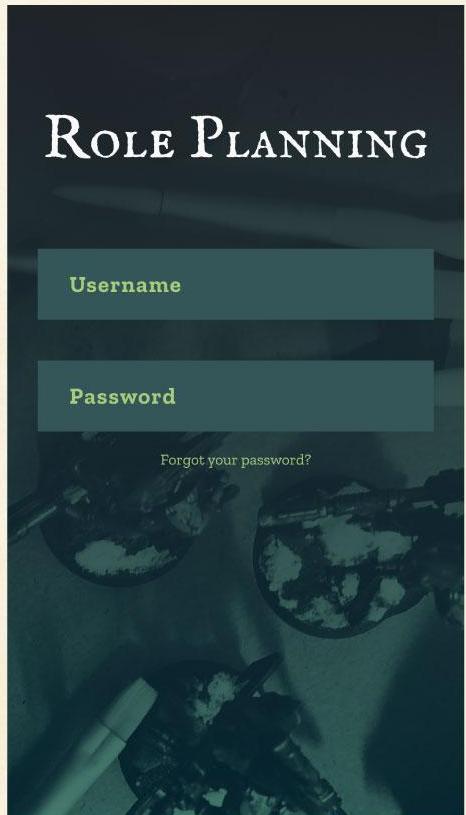
Continue



Frocis  
 Voyon



# FINAL FLOW: USER I



# FINAL FLOW: USER I

≡

DM Kyle  
Carcino's Conquest

Add Event

Title

Saturday, October 13th

Times

Start End

+ Add Option

Send to your group

Everyone >

Add a quick message

Cancel Continue

≡

DM Kyle  
Carcino's Conquest

Add Event

Title

Saturday, October 13th

Times

11:00 am 2:00 pm

Start End

+ Add Option

Send to your group

Everyone >

Add a quick message

Cancel Continue

≡

DM Kyle  
Carcino's Conquest

Add Event

Special One-Off Game

Saturday, October 13th

Times

11:00 am	2:00 pm
6:00 pm	9:00 pm

+ Add Option

Send to your group

Everyone >

Argo

Maufaufauga

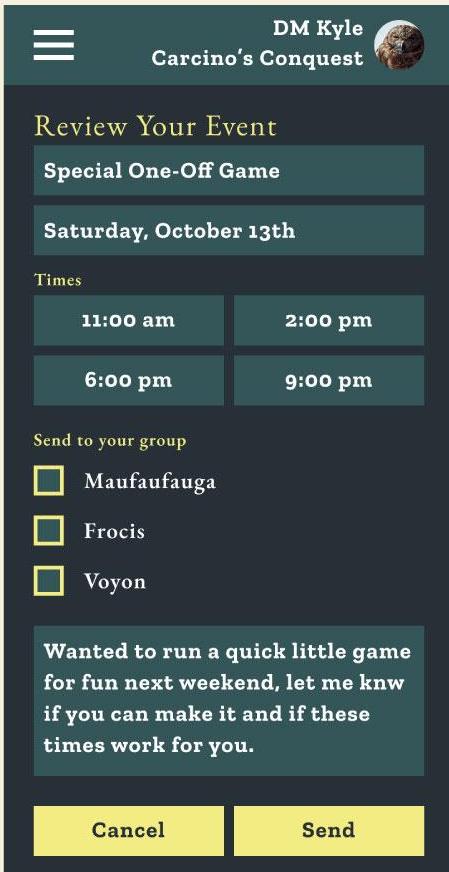
Frocis

Voyon

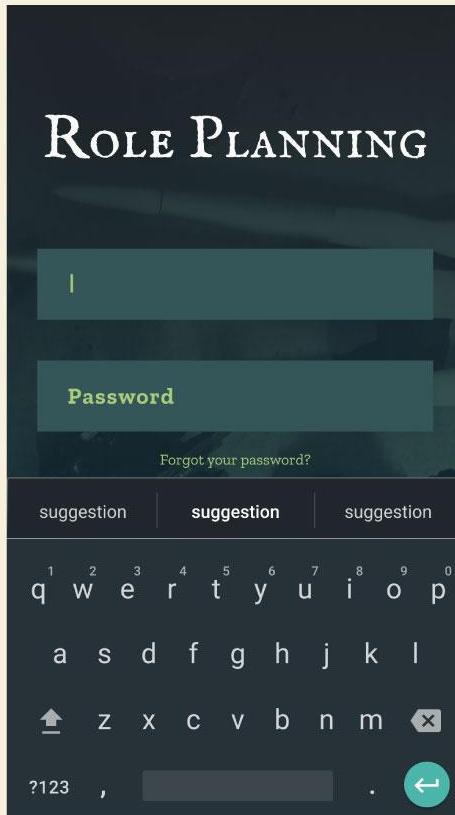
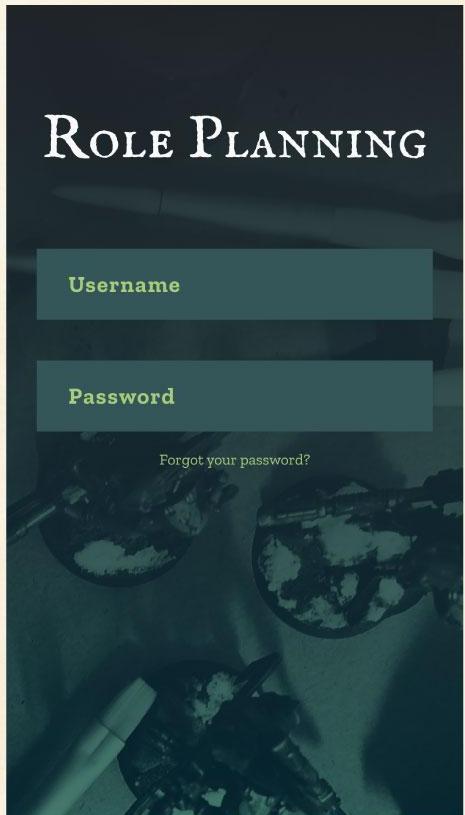
Add a quick message

Cancel Continue

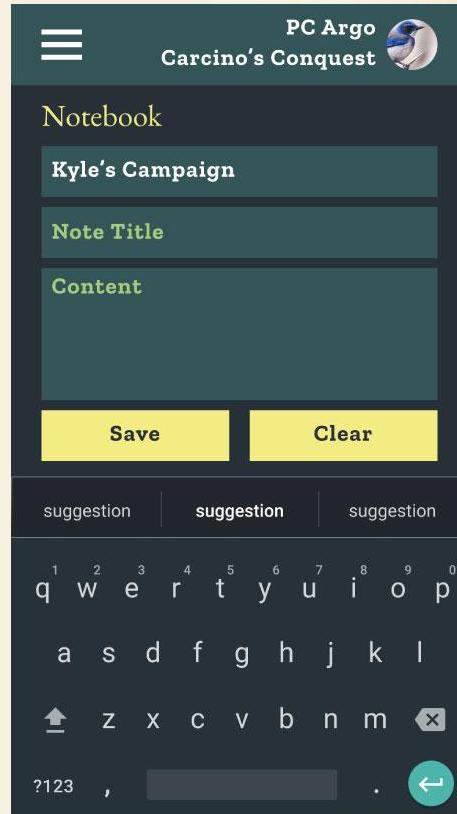
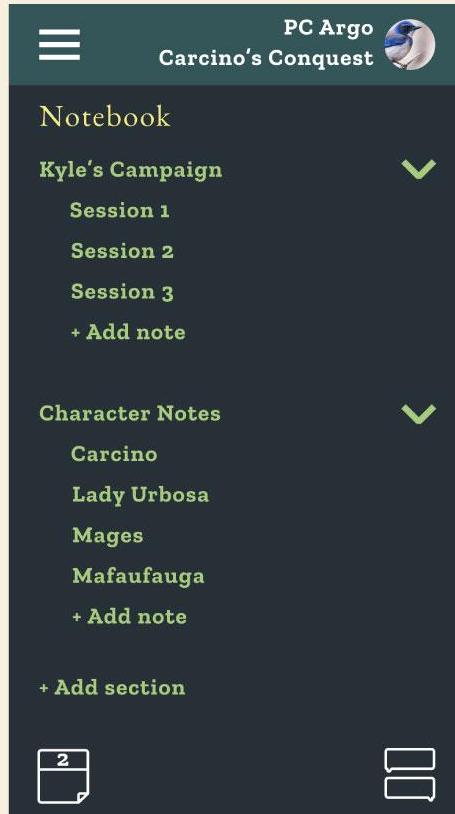
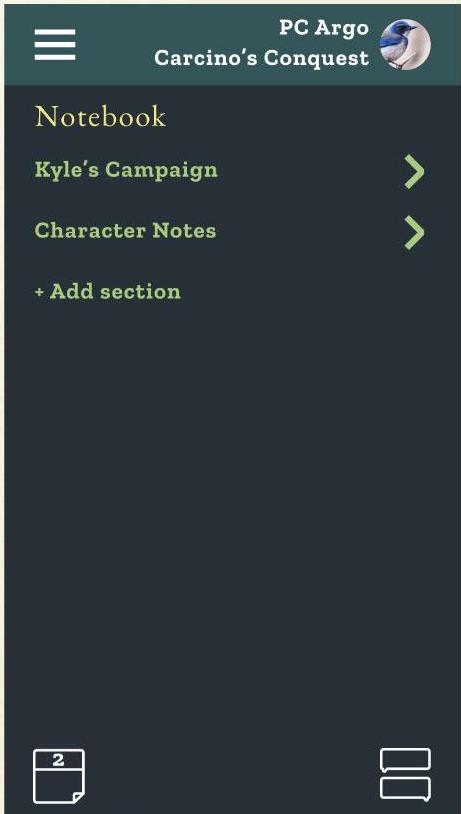
# FINAL FLOW: USER I



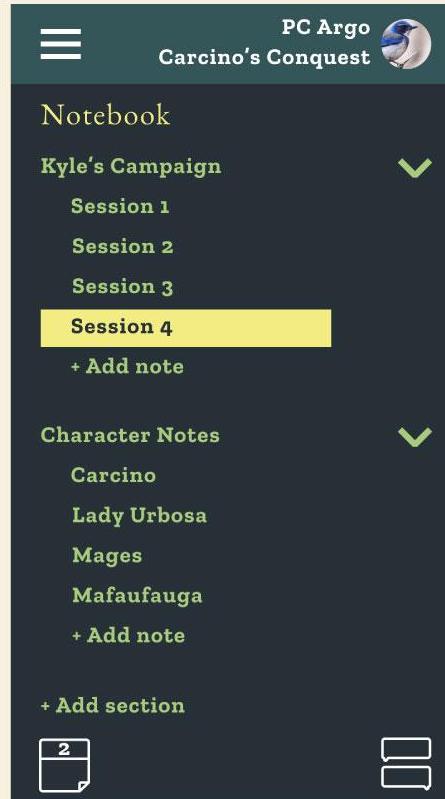
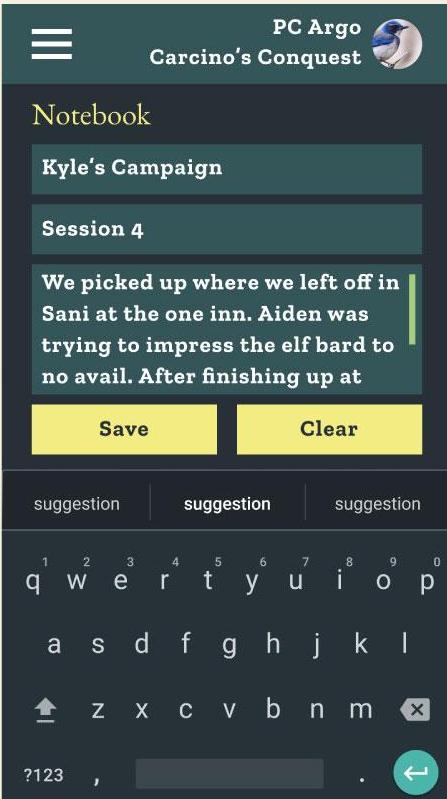
# FINAL FLOW: USER 2



# FINAL FLOW: USER 2



# FINAL FLOW: USER 2



THANKS FOR VIEWING!