PathMaster User Manual

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1. Scope

1.1 Purpose

This document provides end-user instructions for using PathMaster, a serverless webapp developed in Capstone class PROJ-309 at SAIT, to facilitate efficient communication and email management.

1.2 Intended Audience

This manual is intended for new users or users requiring a reference guide for all PathMaster functions.

1.3 Document Overview

This document contains sections on getting started, basic operations, and advanced features, following IEEE 1063 formatting guidelines.

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2. Referenced Documents

- IEEE 1063-2001 Standard for Software User Documentation

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3. Definitions, Acronyms, and Abbreviations

- **GM**: Game Master, a person who facilitates a session of Pathfinder 2e.

- **UI**: User Interface

- **NPC**: Non-Player Character

- **PC**: Player Character

- **Adventure/Module**: A setting, story, and set of NPC/monsters for a GM to facilitate a game of Pathfinder 2e

- **Pf2e**: Pathfinder 2nd Edition

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4. Overview of the Product

PathMaster is an open-source serverless companion webapp for Game Masters of the Pf2e .

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5. Getting Started

5.1 System Requirements

- **Desktop Browsers**: Compatible with Chromium-based browsers, Firefox, Safari, and Edge.

5.2 Installation and Setup

5.2.1 Account Creation

1. Navigate to PathMaster.gg.

2. Select **"Sign in with Google"** and enter the required information.

3. Follow prompts to add an account name.

5.2.2 Sign-In Procedure

1. Navigate to PathMaster.gg.

2. Click **"Sign in with Google"**.

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6. Basic Functionality

6.1 Searching up Rules

- From the main page, select **"Rules and Guides"**.

- Enter the question you have about Pf2e.

- Click **"Ask"**.

6.2 Accessing Existing Adventures

- From the main page, select **"Adventure Hub"**.

- Scroll down to find an adventure you are interested in.

- Select **"View Details"**.

6.3 Starting a Session

- From the main page, select **"Adventure Hub"**.

- Scroll down to find an adventure you are interested in.

- Select **"Start Adventure"**.

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7. Advanced Features

7.1 Creating your own Adventure

- Sign in.

- Once on your dashboard, select the **"+"** in the top right corner of "**Adventures**".

- Enter a name for your adventure.

- Select the box with a **"+"** in the middle and upload an image to be the cover.

- Select "**Create**".

- Select the Pencil-Box icon in the top right corner to add a description.

7.2 Creating Quests

- On the Dashboard, create or select an already created adventure.

- Scroll down to the "**Quests**" section and click on the "**+**".

- Enter a name for the quest.

- Enter a description of what the quest entails, and the goals for the players.

- Select "**Create**".

7.3 Creating Creatures and Items

- On the Dashboard, create or select an already created adventure.

- Scroll down to the "**Creatures**" or "**Items**" section and click on their respective "**+**".

- Enter a name for the Creature or Item.

- Select "**Create**"

- Select the newly created Monster/Item.

- Select empty box and upload your own image or select the miniature robot button to have AI create an image using the name as a prompt.

- Select "**Save**".

7.4 Adding a Background

- On the Dashboard, create or select an already created adventure.

- Scroll down to the "**Background**" section and select the Pencil-Box icon in the top right corner.

- Select "**Save**" once you have finished adding or editing.

7.5 Adding an NPC

- On the Dashboard, create or select an already created adventure.

- Scroll down to the "**NPC**" section and click on their respective "**+**".

- Enter a name for the NPC, or select the robot icon to utilize AI to generate a name for you, based on your adventure background.

7.6 Adding Players to a Session

- Start a session from your **Dashboard**.

- On the left of the screen, select the "**Add Player**" button.

- Enter the name and information of the Player Character.

- Select "**Save**".

7.7 Adding an Event

- On the Dashboard, create or select an already created adventure.

- Scroll down to the "**Events**" section and click on the "**+**".

- Enter the Event name, and select "**Create**".

7.8 Adding an NPC Note

- On the Dashboard, create or select an already created adventure.

- Scroll down to the "**NPC**" section and click on the NPC you wish to add a note to.

- Enter the note.

- Select "Save".

7.5 Adding an GM Notes

- On the Dashboard, create or select an already created adventure.

- Scroll down to the "**GM Notes**" section and click on the pencil-box button.

- Add your desired notes.

- Select "**Save**"

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8. Appendices

8.1 FAQ

Q: How do I continue a session I stopped playing?
A: Go to the **Dashboard** and select **Continue** next to the session you want to continue.

Q: Can I use PathMaster without internet access?
A: No, everything is currently based in browser.

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9. Support and Maintenance

For assistance, reach out to us via discord, Facebook, or X in the top bar.