Project 2 – Part A

Website Name: MyD3Characters.com

Organization:

This website is meant to be used to allow individuals who play the game Diablo 3 to save and store the information of different characters they currently have. It is meant to support the gaming community as a forum for discussions, information databases that users have compiled, and as a general purpose character statistics simulation.

**Goals:**

The goal of the site is to provide an environment for the console-based community of Diablo 3 to have a place to save their character info, to share their achievements, to display their current progress, and to work together towards common goals in a way that encourages collaboration, communication, and a general sense of support for a community that currently has no place to do that.

**Website Objective:**

The objective of MyD3Characters.com is to provide console edition players a way to model, display, share, and collaborate together to improve the Diablo 3 community in a way currently unavailable those not playing the PC edition of the game.

**Services Provided:**

While the PC edition of the game has a site called the Armory, where characters can be loaded and viewed with the gear they currently have on, the Xbox 360, Xbox One, PlayStation 3, and PlayStation 4 do not have this function. MyD3Characters.com will allow users to select gear they have previously saved, edit and then save updated statistics on the gear itself, and to test different combinations of gear to see which gives them the most desirable results as far as number crunching towards damage, resistance, or regeneration goals.

In addition, the console version of the site will strive to do something that the PC site does not: It will attempt to include the various bonuses and “extra” abilities that some gear will give a user as part of the calculations run to determine the character’s damage per second (DPS), toughness, and regeneration statistics. Damage based abilities will also be calculated based on a real number, as well as a percentage value, where the percentage value will be how much damage the ability will do when compared to the base line ability with no modifiers, as well as a 1 : X comparison, where X is the amount of damage that will occur for every 1 point that would have occurred normally (such as 1: 300, 1:57, 1:146).

**Demographics:**

The general demographics of the community may be found here and are based on the general makeup of the gaming community.

**Age** Group

While it can be said that any age group will fit this website, it’s generally going to be the case that more mature players will want the features listed here. The features of the website are based primarily on the desire to perform better in the game in a measurable way, which is something that usually only concerns players in the MMO communities ranging from ages 16 and above. The average age will likely be in their 20’s, because most of that age group grew up with Diablo I and II. The age restriction of the website however, will be 13 years or older without parental consent.

**Gender**

Both male and female participants are allowed and encouraged. There will be no discrimination based on gender (or anything else) allowed on this website.

**Nationality**

Players from anywhere around the world are welcome to use the site, though it will likely be primarily used by users in the U.S., Canada, the U.K., and Australia, as the website will be based in English.

**User Categories**

There will be three types of users:

Administrative – The administrative group of the website who will have access to forums, forum group moderation, and user moderation functions when required.

Staff – The staff group of the site will be in charge of assisting with errors, account issues, updates, and bug fixes related to the math behind the calculations when required.

Users – The general users of the site. The general users will have access to forming groups, creating sub-forums for their groups, posting in forums, messaging each other, saving, editing, and viewing characters, as well the requisite access to create or remove their own user accounts.

**Education Level**

There is no required or expected education level to be able to use the site beyond being able to read and follow the instructions for character modeling.

**Other Requirements:**

**Language**

Users must be able to read in English to understand what is happening on the website, and to write in English on the site, as other languages cannot be easily moderated without native speakers on the staff.

**Computer Literacy**

Users must be able to use the internet to perform basic tasks such as registration, accessing the discussion forums, and messaging each other (as needed). Users must also be able to use search functions to find the required gear for their character models given the tools of the website.

**Tasks and Actions**

Learn about the website – Users will be able to (at any time) read the FAQ section of the website, the general introduction section of the site, and get help based on previous support topics. There will be a guided tour section of the site done through an image slideshow as well.

**Register**

Users will be able to create a personal profile where they can list their particular console usernames, email, character classes, achievements, and general information about themselves if desired. While there will be an option for profile pictures, they will not be mandatory. The user will be able to use this information when they log in as a means to view or edit their old character models, as well as to create new ones when desired.

**Create a Character / Edit a Character**

Users will have the option to create a character based on a template. The template will include all of the required information to create a character in the game which can be easily selected based on a set of drop down menus. Menus will include Class, Gender, Mode, Seasonal, and a text entry field for the Name. Gear information will have its own section, allowing gear to be searched for, then selected with various attributes added when desired.

**Join a Forum Group**

Forum groups will be created and managed by users. Each group will have its own self-designated staff (determined by the current owner of the group). Users will be able to join public groups without verification, but will be able to set a created group to verified members only when desired. Users can apply to any number of groups without penalty, unless they have been denied from joining a group. If denied from joining a group, users will have to ask for an invite to get into the group.

**Participate In a Forum Group**

Users will have the option of participating in the site in a number of ways, mainly through forum creation and discussion. Participating in a forum group will involve three types of tasks, all of which go together: create a new thread, respond to an existing thread, and edit an existing thread (or response). This is the primary social function of the site, discussion groups.

**Submit a Help Ticket**

Submitting a help ticket can be done from any page, simply by clicking the HELP link at the bottom right corner of the page.