

Baldur's Gate 3 Character Creator – System Analysis and Design

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Executive Summary

Who

- Larian Studios in conjunction with the *Dungeons & Dragons* team from Wizards of the Coast are creating a video game loosely based on *The Forgotten Realms* lore. The game is targeted towards multiple audiences: D&D players, video game players, and people that are interested in fantasy but may not play many or any video games.

What

- The character creator should have options for players to create their own characters but also provide premade characters for those that would like to dive straight into the game. The character options must stay inline with race and class/job options offered by the D&D game. Players that want to create their own character must have several options to choose from so that the player can create a character that best suits them.

When

- The character creator should be developed early with the other graphical interfaces so that testing can be conducted on how features will interact with each other. I.e. how hair options will interact with clothing. The character creator will be the second player interaction with the game, the first being to start a new game. Some character features, like hair, may be changeable later in the game if they player doesn't like what they have chosen.

Where

- The system developers will work in tandem with a team of artists to create multitudes of character options. The teams will work together globally between the six Larian Studios locations.

Why

- If there are many options for characters, including premade characters, it will attract all three groups of audiences. Having multiple options also curates curiosity for how character stories will play out and will entice players to replay the game.

How

- Players will choose a premade character or customize a character to suit their play style. The option to have a variety of character choices entices players to keep replaying the videogame, this same feature will also gain the interest of people that may not play video games as frequently as the main target audience.

Methodology

For Baldur's Gate 3, the game will have regular people that play video games but also players that are D&D (Dungeons and Dragons) players and the developers will need to take into consideration both players if they want the game to be beyond successful. Through User Stories, the developers can easily figure out what each type of player will want and implement them so that neither user type feels left out.

Agile Method – User Stories

- As a player, I must be able to have a customized character so the game will feel more immersive.
- As a player that also plays D&D, I must be able to choose from several different job classes so that the game feels like D&D.
- As a player, I must be able to choose character pronouns so that I can match my own pronouns.
- As a player, I must be able to choose facial accessories because I want to give my character some flair.
- As a player, I must be able to choose character race because sometimes I want to match my own, but I like the option of being an elf or dragonborn as well.
- As a player, I must be able to view each customizable option in an expanded menu as well as a minimized menu because I might know exactly where the option I want is and don't want to waste time flicking through everything; or I may not know what I want and don't want to be overwhelmed by choices if the menus are expanded all the time.
- As a player, menus must not take longer than 3 seconds to load or I will get frustrated and go find a game with a faster character creator.
- As a player that also plays D&D, the game must be able to support up to 50 job classes because D&D is ever evolving, and I want this game to be similar.
- As a player, the game must be able to support many eye colours so that I can choose one that matches my own or choose something that I think is cooler.
- As a player that also plays D&D, I want to see references to obscure lore so that I can see the developers care and are not just trying to make a quick buck from a franchise.

Functional and Non-functional Requirements

Each system has requirements. There must be both a functional requirement and a non-functional requirement. Functional requirements are what the system *must* do, and the non-functional requirements place constraints on the functional requirements.

Functional Requirements

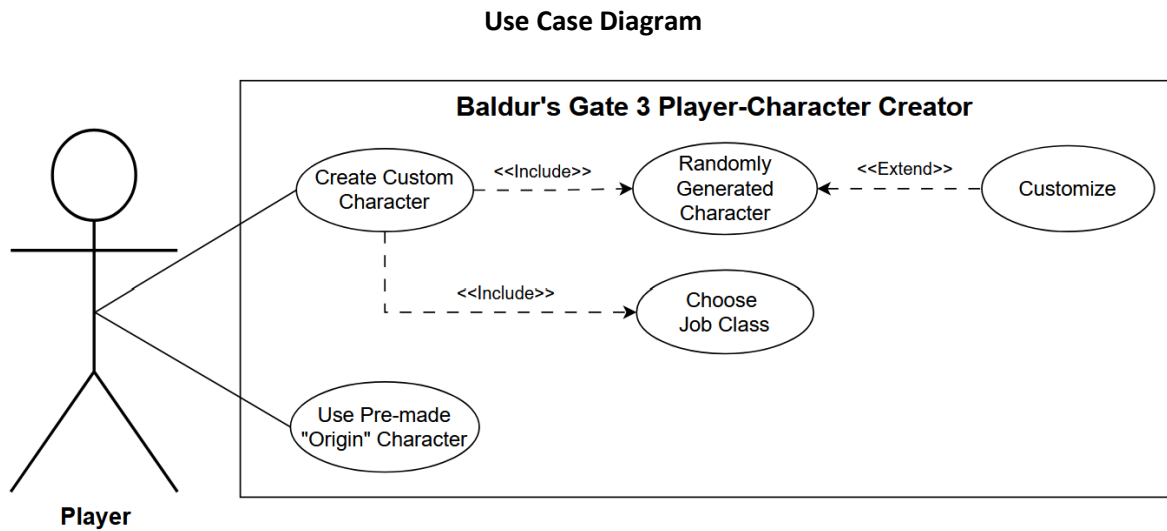
- Must be able to have a player-customized character.
- Must be able to choose from several different job classes.
- Must be able to choose hairstyle.
- Must be able to choose character voice.
- Must be able to choose character face.
- Must be able to choose character pronouns.
- Must be able to choose eye colour.
- Must be able to choose facial accessories.
- Must be able to choose character race.
- Must be able to view each customizable option in an expanded menu as well as a minimized menu.

Non-functional Requirements

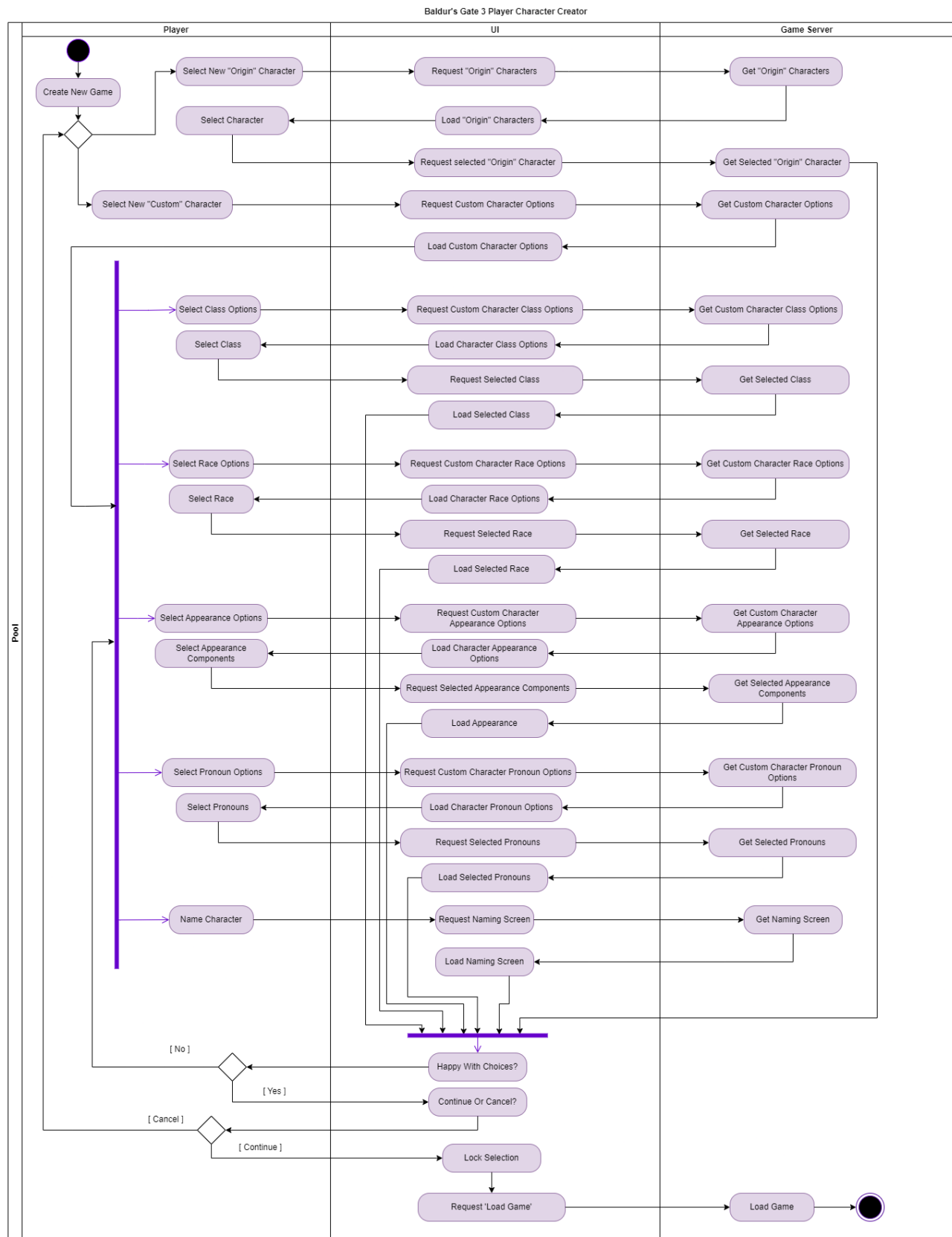
- Selected options must not take longer than 3 seconds to load on character model.
 - Must be able to support up to 50 job classes.
 - Must be able to support up to 2000 hairstyles.
 - Must be able to support up to 200 voices.
 - Must be able to support up to 20 faces.
 - Must be able to support up to 3 pronouns (male, female, nonbinary/other)
 - Must be able to support up to 200 eye colours.
 - Must be able to support up to 2000 facial accessories.
 - Must be able to support up to 2000 character races.
- Must not take longer than 3 seconds to switch between expanded and minimized menu modes.

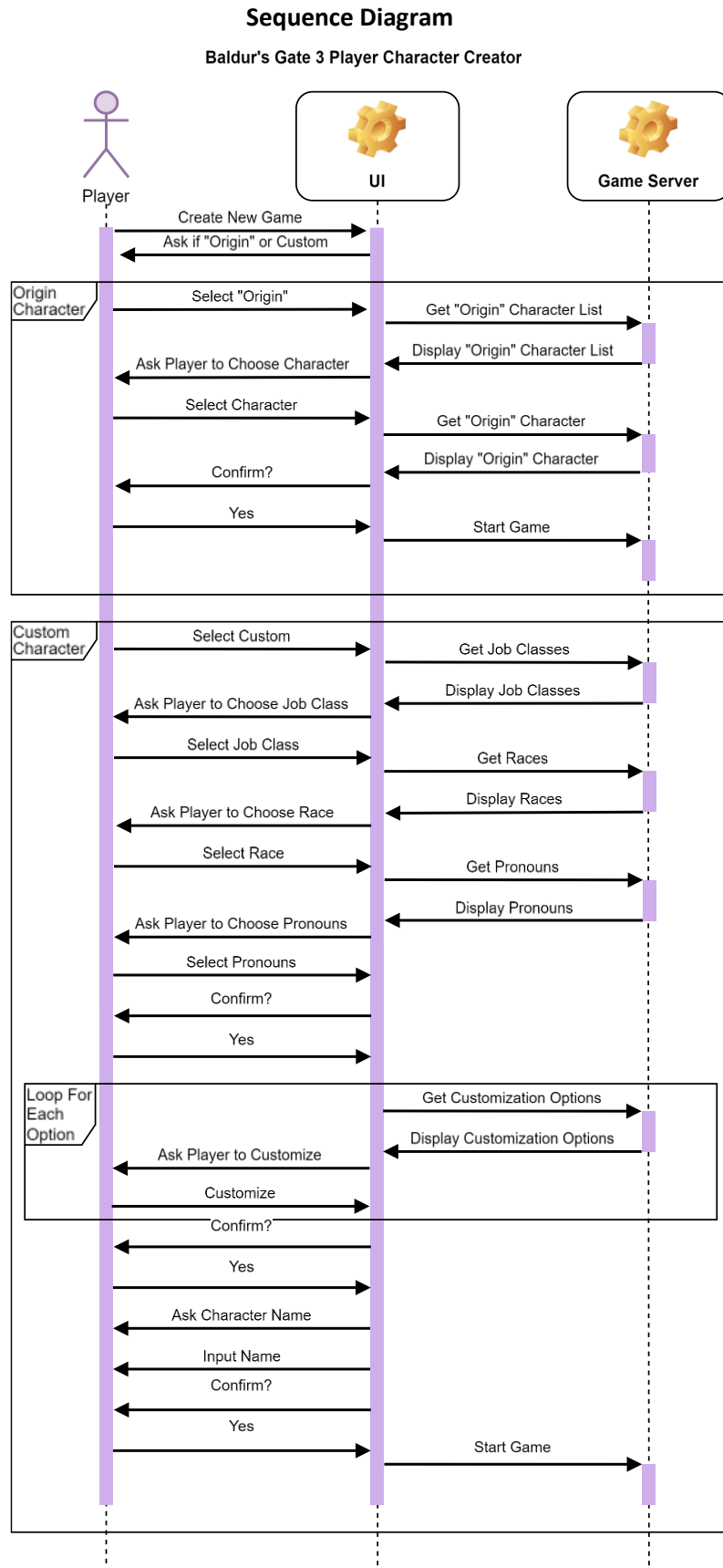
Diagrams

Diagrams are a great way to get points across to both software developers and non-developers. They communicate clearly what needs to be done, even if there is a language barrier.



Activity Diagram





Baldur's Gate 3 - Initial Character Creator Screen

Origin
Custom/Non

Race
Type

Subrace
Type

Subrace Ability
x/x

Class
Type

Class Options 1
x/x


Class Options 2
x/x

Subclass
Type

Background
Type


Ability Scores
x/27


Origin



Custom


Randomize Character Creation


Origin Character Options



Origin 1



Origin 2


Origin 3



Origin 4


Origin 5


Origin 6


Origin 7

Character


Class Icon

Character Summary

Ability Scores

Initiative and HP

Class Options 1

Class Options 2

Proficiencies
Weapons - list of weapons
Skills - list of skills

Body Type Options

Edit Appearance

Proceed

Camera Controls

Baldur's Gate 3 - Background Choice Screen

Origin
Custom/Non

Race
Type

Subrace
Type

Subrace Ability
x/x

Class
Type

Class Options 1
x/x

Class Options 2
x/x

Subclass
Type

Background
Type

Ability Scores
x/27

Background

Option 1

Option 2

Option 3

Option 4

Option 5

Option 6

Option 7

Option 8

Option 9

Option 10

Option 11

Selection

Background selection description

Skills - Skills that come with background

Character

Class Icon

Character Summary

Ability Scores

Initiative and HP

Class Options 1

Class Options 2

Proficiencies

Weapons - list of weapons

Skills - list of skills

Body Type Options

Edit Appearance

Proceed

Camera Controls

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Baldur's Gate 3 - Appearance Customization Screen

Character's face

Edit Appearance

Proceed

General

Body Types

Pronouns

Option 1

Voice

Option 1

Hear Voice

Face

Skin Colour

Option 1

General

Body Art

Eyes

Makeup

Hair

Camera Controls

Randomize Appearance