Section 1: User Personas

User 1

Name: Lindsie Svetka

Age: 43

Occupation: Author

Needs: Lindsie has written several books now to great success. She is working on a new one and

needs a way to design characters for the background that won't interfere with the flow of her work.

User 2

Name: Silver Jokin

Age: 32

Occupation: Computer Repair Specialist

Needs: Silver runs a Dungeons and Dragons campaign on the weekends. He's working on

building a new setting up for his players to enjoy and needs to populate an entire town as well as a

dungeon by Saturday. Coming up with new characters for that many people is difficult without help so

he needs a generator to make his job easier.

Section 2 : Wireframe

Page 1: Main

Title
Region 👨 Gender 🐧 Fantasy? 🖓 Time Period 🖓
Attribute Points: Generate
Name Gender Species
Agility Speed Intelligence Wisdom
Strength Endurance Charisma Luck
Background Info
Save

Areas marked with arrows are drop down menus. Region should present a list with the first option as Any followed by specific regions. Gender will list gender options including Any, Male, Female, and Neither. Fantasy will be either yes or no. If nothing is chosen, no should be the default. Time period should list Ancient, Medieval, Modern, Future, etc.. Attribute points should be an integer entered by the user.

If stretch features are implemented there should be room for Lock boxes beneath each aspect of the interface.

Section 3 : Storyboard

User Interaction

Lindsie opens the main page of the website and is presented with the form. She inputs the required information, such as total number of attribute points, and sets the other parameters to her desired conditions. She clicks the generate button. The page then fills itself out. She is presented with a character who possesses a name, age, gender, and background information. Stat points give her an idea of how good the character would be at certain interactions. She saves the character to her computer using the provided Save button. She can then edit this file to further flesh out background information and reflect whatever experiences might happen to the character over the course of her book as they occur. In this way she can keep track of her usage of the character.

If stretch features are implemented, after generation of the initial character Lindsie can glance over the generated character. If something isn't quite what she wants, but there are others she really likes, she can tick a lock feature next to the attribute she likes and hit generate again. The locked features will remain the same, but the rest will be rerolled.