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Project Proposal

RPG Database – Masks

For the finals, I plan to create a database for characters for Masks, a table-top RPG. In the game, you are playing a young team of super heroes protecting the city and bigger. Think Young Justice or Teen Titans. Player will control a character with an unique playbook (class) with special abilities. When you want to do something either confront a villain, protect a teammate, or solve a puzzle, you roll based on the labels and conditions. Labels are how your character view themselves: Danger, Freak, Savior, Superior, Mundane. Labels can be -2 to 3 Conditions are negatives to your rolls until the character does something to resolve or prove them wrong. The conditions are: Afraid, Angry, Guilty, Hopeless, and Hopeless. All five give -2 to certain rolls. Each playbook have unique moment of truth (ultimate to overcome impossible odds), team moves, potential (exp), advancement, and abilities (such as super speed, strength, martial arts, fireball), influence over people and people who have influence over you, and unique moves. I will try to add the unique moves to the database but each playbook have their own rules on this so it may be too big.

Entities:

* Players – The name of players and their characters, campaign
* Characters – Different Characters of the game with unique playbook. potential, labels, relationship, looks (optional),
* Conditions – List of conditions, and what they do
* Advancements – List of all advancements include ones unique to playbooks
* Influence – who has influence over who
* Playbook - Name of playbook, unique moves (optional)

Relationships:

* Players have characters, one to many, a player may have multiple characters but character can only have one player. Player may have zero characters.
* Characters have conditions, many to many, characters can have multiple conditions and characters can have the same condition
* Playbooks have available advancements, many to many, characters can have multiple many (and even repeating) advancements available and characters can have the same available advancements
* Playbooks have chosen advancements, many to many, characters can have multiple (and even repeating) advancements chosen and characters can have the same chosen advancements
* Characters have influence over other characters, many to many, characters can have influence over multiple characters and multiple characters can have influence over the same character.
* Character to playbook. one to one. Characters will have an unique playbooks.