



Moonwake Development

M³: Front-End for Frog God Games' Creature Creator

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User Guide

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TABLE OF CONTENTS

INTRODUCTION	3
Applicability Statement	4
Purpose	4
How to Use this Document	4
Related Documents	5
Conventions	5
Problem Reporting Instructions	5
OVERVIEW	6
INSTRUCTIONS	7
REFERENCE SECTION	10
ERROR MESSAGES AND RECOVERY PROCEDURES	12
GLOSSARY	13
APPENDIX A – Agreement Between Customer and Contractor	14
APPENDIX B – TEAM REVIEW SIGN-OFF	15
APPENDIX C – DOCUMENT CONTRIBUTIONS	16

1. INTRODUCTION

The point of this document is to provide a comprehensive guide for users on how to effectively use the front end creature creator for the role playing game monster database provided by Frog God Games. This document explains in detail the various features and functions of the creature creator, including how to create new monsters, edit existing ones, and manage the overall database.

Additionally, the guide will provide helpful tips and tricks for maximizing the effectiveness of the creature creator and making the most out of the monster database. It will also outline any potential issues or limitations that users may encounter, as well as suggestions for troubleshooting and resolving these issues. By following this guide, users will be able to easily navigate the front end creature creator and create unique and exciting monsters to enhance their gaming experience.

1.1 Intended Readership

The intended readers of this document are the consumers of Frog God Games media, as well as people familiar with the dynamics involved in creature creation for TTRPG. If you are a Game Master for a TTRPG or someone interested in the genre, this is the document for you. This document will take you through how to effectively use our system.

- RPG casuals
 - Users who either lack knowledge on or are entirely unfamiliar with tabletop role playing games.
 - These users should focus on sections 4, 8, 9, 10, and 11
- Experienced RPG players
 - Users who know the intricacies of tabletop RPGs. These users will be able to calculate HP values and generally know the ins and outs of a stat block for these types of games.
 - These users should focus on sections 4, 7, and 10
- All readers
 - Sections 1-3, which explain the purpose of this document
 - Sections 5 and 6, which point out conventions and related documents

2. APPLICABILITY STATEMENT

This issue of the User Guide applies to the first release of the creature creator front end for the FGG creature database. As it is the first release, this user guide is the initial documentation that users would refer to for instructions on how to use the software. The guide would cover all the features and functions of the M3 front end, and provides guidance on how to navigate and utilize the software effectively.

3. PURPOSE

The system allows users to view, search for, and create the top half of the stat block for creatures using the FrogGod Games Oracle database. The tools this website provides are both intuitive and easy to use for newcomers as well as robust and dynamic enough for experienced RPG players to feel included.

The purpose of the User Guide is to assist a user in using the front end tool that allows interaction with FGG's existing database. Game masters will have the ability to easily find creatures that they need for their game based on their requirements. If you have a specific creature that you want to find you are able to search for it. Instead if you have a specific category you can search for that instead.

4. HOW TO USE THIS DOCUMENT

The "Introduction" section provides a brief overview of the purpose and applicability of the User Guide. The "Applicability Statement" section defines the software release(s) that this document applies to, and the "Purpose" section outlines the main objectives of the User Guide.

The "Related Documents" section lists any other documents that are relevant to the use of the software, and the "Conventions" section outlines any standard conventions that are used throughout the User Guide.

The "Overview" section provides a high-level summary of the creature creator front end for the role playing game monster database, while the "Instructions" section provides step-by-step guidance on how to use the software.

The "Reference Section" provides additional information on specific features or functions of the software, and the "Error Messages and Recovery Procedures" section provides guidance on how to troubleshoot and resolve any issues that may arise.

The "Glossary" contains definitions of any technical terms or jargon used throughout the User Guide, while the "Index" provides a list of keywords or topics and their corresponding page numbers for easy reference.

5. RELATED DOCUMENTS

Num	Title	Author	Date	Issue
1	Software Requirements Specifications	M ³	20-Oct-22	1
2	System Design Document	M ³	10-Nov-22	1
3	User Interface Design Document	M ³	27-Nov-22	1
4	Critical Design Review Document	M ³	15-Dec-22	1
5	Administrative Manual	M ³	30-Mar-23	1

6. CONVENTIONS

- #1 User input will be in italics like *this example*. System commands will be in bold like **this example**.

7. PROBLEM REPORTING INSTRUCTIONS

- #1 Identify the problem: The user should first identify the specific problem or issue they are experiencing with the software
- #2 Collect information: The user should collect any relevant information about the problem, such as error messages, steps taken leading up to the problem, and any relevant system information.
- #3 Contact support: The user should then contact the FrogGod games software support team to report the problem and provide the collected information.
<https://www.froggodgames.com/pages/contact-us>
- #4 Follow up: The user should follow up with the support team to ensure that the problem is being addressed and resolved.

8. OVERVIEW

The system consists of three major functional pages, all with different options. The first main page is the creature creation page, which allows the user to outline the parts of the stat block they want their created creature to have, while also being able to view creature convention warnings. The second page is a search page, which allows a refined search through the existing Frog God Games and Wizard of the Coast creature entries. The third page, the creature database page, allows users to browse through the catalog of creatures created by FGG and Wizards of the Coast in an unfiltered and unsorted manner.

When a search query from the search page is requested, it displays a loading bar until the requests from the server are processed and sent over in the correct format to be displayed through the website. Depending on the amount of data being loaded, it will take some time for a request to be fully processed and for information to be retrieved from the hosted server. For the PDF creation side of the application, the formatting and creation of the actual PDF document is done on the user's machine with information gathered from the creation page and the database.

It is assumed that the users of this product know how to enter data in a data entry field, how to select information from a drop-down menu, and how to click on button prompts. It is also expected that users know how to save downloaded PDF files from the website when prompted.

8.1 INSTRUCTIONS

- Home:
 - The home page is the first page the user sees upon entering the website. From here, the user can click on the names at the top of the page to navigate to the websites different pages. When the browser window is shrunk, a hamburger menu in the top left corner of the page can be used to navigate to the other pages, listed below.
- Creature Creator: This section aims to give new users an understanding of how to operate the Creature Creation system. The expected user is familiar with fantasy role-playing games, specifically with Fifth Edition Dungeons & Dragons, and their mechanics.

1. Initiating a Session

- a. To start using the Creature Creation system, open the application.
- b. You will be prompted to either create a new creature or have one auto-generated.
- c. Select your preferred option to proceed.

2. Creating a New Creature

- If you choose to create a new creature, you will be presented with various options to customize your creature. The following subsections outline the available options and their functions:

2.1 General Information

- Name: Give your creature a unique name. This can be any kind of text entry.
- Tags: Set the size, type, subtype, and alignment of the creature. (Size determines hit die size). Users may want to reference outside TTRPG guides on creature creation to assist them in choosing these values.

2.2 Attributes

- Armor Class: Set the creature's armor class and armor type.
- Hit Points: Determines the number of hit dice.
- Languages: Choose the languages your creature can speak or understand.

2.3 Speed Stats

- Base Speed: Set the creature's base movement speed.
- Swim, Fly, Climb, and Burrow Speed: Determine any additional movement speeds the creature may possess.

2.4 Ability Scores

- Set the Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma attributes for your creature. Modifiers are calculated.

2.5 Additional Stats

- Challenge Rating: Assign a challenge rating to your creature.

- Saving Throws: Choose the creature's saving throw proficiencies.
- Skills: Select the skills your creature is proficient in.
- Damage Vulnerabilities, Resistances, and Immunities: Define your creature's damage vulnerabilities, resistances, and immunities.
- Condition Immunities: Specify the conditions your creature is immune to.

2.6 Senses

- Choose the creature's senses, such as darkvision or tremorsense.

2.7 Tooltips

- During the process, the system offers recommendations on which stats are commonly chosen based on other selections.

3. Previewing and Saving the Stat Block

- After customizing your creature, proceed to the next page to preview the generated stat block.
- Review the information, and if you would like to make changes, select the option to save the stat block as a PDF.

4. Auto-Generating a Creature

- The option to auto generate a creature is present when a user opens the creature creation page, but the logic behind the option is not implemented.

Please note that the Creature Creation system is designed to be user-friendly and intuitive. The recommendations provided throughout the creature creation process are based on commonly chosen options and should be considered as guidelines, not strict rules. Feel free to experiment and create unique creatures that suit your preferences and campaign needs.

- Creature Database:
 - This page simply allows users to browse through the entire set of creatures available on the database at once. Users can go to the next page by clicking on the next arrow near the top of the screen (>) or the previous page by clicking on the previous page arrow (<). Users can also click directly on the page they want to go to by clicking on the page number itself, listed between the previous and next arrows. To see more information on a creature, users can click on a creature's "Go!" button to expand it, giving them the full details. Users can also hover over a creature name to get information on its stat values like str, dex, con, etc. Users can, as before, click on the hamburger menu in the top left to navigate to a different page. Refreshing the browser will return the user to page 1 of the Creature Database page. A black screen error could occur if the database does not respond.
- Search:
 - Search can be reached through the navbar or the hamburger menu at the top left of any page on the website.

- Once there, the user will be presented with several fields and sliders that allow them to filter the database by the values they enter. Users should enter plain text for any names or tags the creature they are looking for may have. The default values for the sliders is the range (0,99), but can be changed by dragging the handles along the slider. There are fields for creature name and author, as well a miscellaneous field where the user can input size, type, or any other piece of text the user wants to see in their result (this field is titled "Size, Type, etc"). There are sliders for armor class, health points, strength, dexterity, constitution, intelligence, wisdom, and charisma. There are toggles to enable/disable Global AND as well as for sorting the results page alphabetically.
- When Global AND is enabled, only creatures that meet every criteria the user is searching for will appear on the results page (with the caveat listed below). When Global AND is disabled, creatures that meet at least one of the criteria the user is searching for will appear on the results page. This means that ands and ors can't be mixed and matched, meaning the user can not search for a strength of 17 and a wisdom of 7, or a constitution of 5.
- Note that Str, dex, con, etc are intrinsically grouped together, but hovering over a creature's name will display the attributes that meet the users search criteria. This means that, if the user searched for str 17 and con 12 (i.e, Global AND enabled), creatures that meet one or both of those searched values will appear, instead of only the creatures that meet both appearing. However, the hover tooltip will display both values if that creature meets both, and only one if that creature meets only one, so the user can still differentiate the results at a glance without expanding the details of a creature. The results page can be exited by clicking the "x" in the top right corner, or pressing the escape key.
- Users can then click the "Go!" button to enter their search. Users will be presented with a pop-up displaying the results of the search. This pop-up window is an instance of the Creature Database page, so the same user inputs that are possible there are possible here as well. The same errors apply as well.
- Search can be exited from the hamburger menu or navbar, same as the other pages

9. REFERENCE SECTION

1. **Creature Searching:** This system allows users to search for creatures in the database based on various criteria such as name, types, subtypes, attributes, armor class, and hit points. Users can input their search criteria and the system will provide a list of creatures matching those criteria. The user is able to select if their search is combined with AND or OR statements, and each search field is optional.

Caution and Warnings: Users should be cautioned to provide accurate search criteria to ensure that they get the desired search results. Not all search parameters can yield results.

Formal Description: The creature searching system is designed to allow users to search for creatures in the database using various search criteria. It takes user input and matches it against the database to provide a list of creatures that match the search criteria.

Example: A user can search for all creatures in the database that have an armor class of 19 and contain the word “gob” in their name. The system provides a list of creatures that match the search criteria

2. **Creature Creation:** This system allows users to create new entries for creatures that can only be shown on their local machines. Users can input information such as the creature's name, type, subtype, skills, attributes, attacks and special abilities. Each field during the creation of a creation is an optional field. Note the creature creation process does not include the bottom half of the stat block which would include attacks and other special attributes.

Caution and Warnings: Users should be cautioned to provide accurate and complete information when creating new creature entries to ensure that the database remains accurate and useful. They should also be warned that even though there are constraints for creature creation that are displayed, the constraints won't be able to catch everything.

Formal Description: The creature creation system allows users to input information about a new creature entry and print it out. The system may prompt users to input additional information if necessary or warn them if they are breaking conventions.

Example: A user creates a new entry for a creature named “Business Goblin”, which has a strength of 19 and a charisma stat of 20. It also has a fast walking speed, and a slow swimming speed. The creature is fluent in common and in Goblin.

3. **PDF Export:** This system allows users to export their locally created creature into a PDF format. After creating a creature, the system will offer to generate a PDF document containing information on that creature.

Caution and Warnings: Users should be cautioned that the PDF export may take some time to generate depending on the amount of information being exported.

Formal Description: The PDF export system allows users to save the creatures they create using the creature creation feature.

Example: A creates a creature named “Gobby” and chooses the export to pdf option after creation. The system generates a PDF document containing the creature’s information and stats, including name, types, attributes, and weapons.

10. ERROR MESSAGES AND RECOVERY PROCEDURES

This section outlines the errors that could be encountered when operating the M3 front end website.

- **Black Screen Error**

During operation of the front end website, the user might encounter a black or blank screen when loading a page. This error can be caused by a bad response from the database or the server being unresponsive. Users should refresh the page, and report the error to Frog God Games if the issue persists. Frog God Games's Twitter is linked in the lower right corner of the website.

- **Modal Window / Pop-up Window Issue**

During operation of the creature search and database page, a user may encounter an issue with the modal window not opening when selecting a creature card. This issue can be fixed by refreshing the page or re-submitting the search on the search page.

- **Strange Display Error**

When using the search and database page, a user can encounter an issue where their aspect ratio impacts text wrapping and the ordering of stats on a creature card. This can be fixed by making the browser fullscreen.

11. GLOSSARY

- Global AND: When searching for multiple values, each value must exist. If Global AND is turned off, at least one of the values being searched for must exist.
- Tabletop RPG: A role-playing game played on a table, with dice and stat sheets (similar to Dungeons & Dragons)
- Stat block: A list of information pertaining to a character or creature's stats in a tabletop RPG.
- Hamburger menu: lines stacked on top of each other, used to indicate a clickable button that brings up a menu of some kind.
- Field: an empty text box for the user to fill in.
- Modal window: a window that appears without changing the page; a pop-up

Appendix A – Agreement Between Customer and Contractor

By signing this document you are agreeing that all of the content above is accurate. You agree that the instructions and information above are clear.

In the future, if there are any updates or changes to this document that are agreed upon by the team the following procedure will take place. A review will be held with the client and the team members with the updated document. If, after the review, both parties agree upon the changes then the document must be resigned by each member before official use.

PRINT

SIGNATURE

DATE

Customer:

_____ X _____ Date _____

Comments:

Team:

Cedric Fahey _____ x Cedric Fahey _____ Date 4/19/23 _____

Comments: N/A

David DiFumolo _____ x David DiFumolo _____ Date 4/19/23 _____

Comments: N/A

Landon Thibodeau _____ x Landon Thibodeau _____ Date 4/19/23 _____

Comments: N/A

Tristan Zippert _____ x Tristan Zippert _____ Date 4/19/23 _____

Comments: N/A

Matthew Virgin _____ x Matthew Virgin _____ Date 4/19/23 _____

Comments: N/A

Appendix B – Team Review Sign-off

By signing this document you are agreeing that all of the content above is accurate. No member wishes to alter or change how it currently exists and there are no major points of contention within the team.

PRINT

SIGNATURE

DATE

Cedric Fahey x *Cedric Fahey* Date 4/19/23

Comments: N/A

David DiFumolo x *David DiFumolo* Date 4/19/23

Comments: N/A

Landon Thibodeau x *Landon Thibodeau* Date 4/19/23

Comments: N/A

Tristan Zippert x *Tristan Zippert* Date 4/19/23

Comments: N/A

Matthew Virgin x *Matthew Virgin* Date 4/19/23

Comments: N/A

Appendix C – Document Contributions

Landon Thibodeau - Instruction

David DiFrumolo - Introduction, Appendices A, B, C

Tristan Zippert - Introduction, Overview, Error Messages, Reference Selection

Cedric Lahey - Related Documents

Matt Virgin - Intended Readership, instructions, Glossary