



Moonwake Development

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

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User Guide

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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 ~~board~~ game monster's database provided by Frog God Games. The guide will explain 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, 11, 10, and 8
- 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



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 ~~would~~ be 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 provide guidance on how to navigate and utilize the software effectively.

3. PURPOSE

The system, a front-end website, ~~will~~ allow users to view, search for, and create 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 ~~board~~ game monsters 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 allows users to browse through the catalog of creatures created by FGG and Wizards of the Coast in an unfiltered  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 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.
- Tags: Set the size, type, subtype, and alignment of the creature.

2.2 Attributes

- Armor Class: Set the creature's armor class and armor type.
- Hit Points: Determine the creature's hit points.
- 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.

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.
- 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 are satisfied, 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.

- Note that Str, dex, con, etc are intrinsically  ORed together, but hovering over a creature's name will display the attributes that meet the users search criteria. If the user searched for str 17 and con 12, the hover tooltip will display both if that creature meets both, and only one if that creature meets only one. 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 modal window displaying the results of the search. This modal 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. ~~Users should take into consideration that 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 creature is an optional field.

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. ~~It requires users to provide accurate and complete information and may prompt them to input additional information if necessary.~~

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

3. PDF Export: This system allows users to export information from the database into a PDF format, as well as exporting their locally created creature. Users can select specific creatures or search criteria and the system will generate a PDF document containing information on those creatures.

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. They should also be warned that the PDF may not include all information available in the database. 


Formal Description: The PDF export system allows users to select specific creatures or search criteria and generate a PDF document containing information on those creatures.

Example: A user selects all creatures in the database that are based off the Dragon type and exports that information to a PDF. The system generates a PDF document containing information and its stats, including their names, 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. A fix for this is to report the error displayed in the console of the  browser and refresh the page.

- Modal 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) being the most common example.
- 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:

Edwin Nagy x  Date 4/19/23

Comments: Barring the many comments given, this seems correct and clear. Due to scheduling, I am unable to respond to a subsequent draft.

Team:

Cedric Fahey x  Date 4/19/23

Comments: N/A

David DiFumolo x  Date 4/19/23

Comments: N/A

Landon Thibodeau x  Date 4/19/23

Comments: N/A

Tristan Zippert x  Date 4/19/23

Comments: N/A

Matthew Virgin x  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