

<i>Topic:</i> Dungeons and Dragons Combat Manager		<i>Author:</i> Rose M. Sánchez Irizarry	<i>Date</i> 1/28/2022
<i>Problem Background:</i> <p>Fantasy roll playing games like Dungeons and Dragons, or Call of Cthulhu often have battle systems involving many characteristics that define the players’ chosen character traits (race, class, stats). The players referred to as dungeon masters, take the roll of storyteller and world builder. The rest of the players act as characters within the dungeon master’s story and world. With this both players and dungeon masters have many details to keep account of for the game to go smoothly. Particularly, during battle arches there are lots of variables at play that can be difficult to keep track of as player size increases. From the respective characteristics of the player’s and enemies’, race traits, class traits and stats, that influence their damage output and heling capabilities. To the influences of terrain and special events that cause positive/negative outcomes to the players and enemies alike. As these variables increase there is an increase of chance that some buffs/de-buffs fail to be applied or turns are skipped which causes arguments and delays to the development of the story lines and leads to longer, more tedious play sessions.</p>			<i>Countermeasures:</i> <p>A. Create a tool that can:</p> <ul style="list-style-type: none">a. Keep a queue of active playersb. Have accounts that ensure the characters sheets are always accessible within a sessionc. Have a tab where bonuses to party members can be entered and updated as needed
<i>Target:</i> <p>By the end of the semester, the goals are to have a functioning damage/heal basic calculation tool:</p> <ul style="list-style-type: none">1. With comfortable GUI2. The capability of acting as n amount of n faced dice3. Limited repertoire of race traits, weapons, and spells for damage calculation purposes4. Capability for registered users to make and keep record of game sessions			<i>Check/Evaluate</i> <p>Metrics to Evaluate the tool:</p> <ul style="list-style-type: none">• Surveying users on the usefulness of the tool and asking for feedback on possible improvements• Measuring the success of the tool via number of registered users
<i>Causes:</i> <p>Why are session sometimes tedious and complicated?</p> <p>A. Everything gets more complicated as the player count increases</p> <ul style="list-style-type: none">a. Character complexity<ul style="list-style-type: none">• HP management• Item management• Stats buffs by race/classb. Tracking<ul style="list-style-type: none">• Situational Buff/de-buff tracking• Penalty/bonus tracking• Player Action Queue			<i>Act/Standardize</i> <p>Revise and possibly implement new features based on feedback from users</p> <p>Expand race, weapon, spells and item library</p>