|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Betrayal at House on the Hill – Companion App | | | | | | | | | | | | | **\_** | | **□** | **x** |
| **C:\Users\wesle\OneDrive\Betrayal at the House on the Hill\images\char_12_professor_longfellow.png**  **Professor Longfellow**  Age: 57  Height: 5’11”  Weight: 153 lbs.  Hobbies: Gaelic Music, Drama, Fine Wines  Birthday: July 27th  Description:  Professor Josiah Longfellow is very proud of his aristocratic roots. His family used to have money ...at least until his father lost it all on gambling and alcohol. **Read more.**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **Speed** | | | | | | | | | | Death | 2 | 2 | 4 | **4** | 5 | 5 | 6 | 6 | | **Might** | | | | | | | | | | Death | 1 | 2 | **3** | 4 | 5 | 5 | 6 | 6 | | **Sanity** | | | | | | | | | | Death | 1 | 3 | **3** | 4 | 5 | 5 | 6 | 7 | | **Knowledge** | | | | | | | | | | Death | 4 | 5 | 5 | 5 | **5** | 6 | 7 | 8 | | iframe to view content. | | | | | | | | | | | | | | | |
|  | Haunt Level | | | | | | | | | | | | | | | |
|  | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | | 12 | | |
|  Change Character   Reveal the Haunt   Open User Manual   Settings | Inventory  + | | | | | | | | | | | | | | | |

# Create a Character Feature

## Notes

* 9 slots in each character attribute and the first attribute must be death (i.e. zero).
* The number surrounding each slot must be a maximum of a single integer in difference.
* A total of 15 health points (HP) must be given to each character.

## Wanted Features

* User inputs their age/birthday and some other unique parameters and automatically generate character parameters.
* Place a picture of themselves as a character photo.

## User Inputs

The following are the inputs a user would place within the tool to generate the base value for each attribute.

### Gender:

Table : Base Attribute Values for Gender

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Gender | Might | Speed | Knowledge | Sanity |
| Male | 5 | 4 | 3 | 5 |
| Female | 4 | 4 | 4 | 4 |

### Age:

Range goes from 0 – 100. Age is the input parameter using fitted curves to generate an age appropriate value. These base values will then be modified after fact to determine the health points associated in each category.

### Education:

Table : Base Attribute Values for Education

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Education | Might | Speed | Knowledge | Sanity |
| K-8 | - | - | 3 | 4 |
| High School | - | - | 4 | 3 |
| College Degree | - | - | 5 | 5 |
| Graduate Degree | - | - | 6 | 4 |

### Hobbies:

A user would pick three of the following categories that would then in return effect the base value of their corresponding attribute. Only 15 hobbies are listed. There are three categories in each hobby that would have a positive on an attribute and two hobbies that would have a negative effect.

Table : List of Hobbies and their Effect on an Attribute

| Might | Speed | Intelligence | Sanity |
| --- | --- | --- | --- |
| Weightlifting/Working Out (+1) | Running/Jogging (+1) | Reading (+1) | Acting/Drama (+1) |
| Wood & Metal Working (+1) | Dance (+1) | Electronics/Technology (+1) | Gardening (+1) |
| Sports (Basketball, Baseball, Swimming, etc.) (+1) | Parkour/Gymnastics (+1) | Puzzles (+1) | Yoga/Meditation (+1) |
| Drinking/Alcohol (-1) | Eating (-1) | Movies/Television (-1) | Hunting/Shooting (-1) |
| Hiding from Society (-1) | Sleeping/Knapping  (-1) | Gaming (-1) | Ghost Hunting, Witchcraft, etc. (-1) |

## Attributes

The following categories provide the equations that should be used generate a base attribute value for a specific age of a person. A person between the ages of 20 and 40 will have generally good physical attributes. A person between the age of 30 and 70 will generally have higher education and sanity values. A saturation value will be incorporated in each equation limited the base value to be no greater than 8. Other provisions will have to be made to ensure that a character isn’t “overpowered” (or OP).

**MIGHT**

Optimal Age = 30

Optimal Value = Gender + Hobby

Minimum Might = Gender

Std. Deviation = 15

**SPEED**

Optimal Age = 30

Optimal Value = Gender + Hobby

Minimum Might = Gender

Std. Deviation = 15

**KNOWLEDGE/INTELLIGENCE**

Optimal Age = 50

Optimal Value = Gender + Education

Minimum Knowledge = Gender

Std. Deviation = 50