Conceptual Design

Possible Metaphors:

<table>
<thead>
<tr>
<th>Task</th>
<th>Metaphor</th>
<th>Implications</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get Codex Monster</td>
<td>Library</td>
<td>Can browse, can take out items, don’t own items you get, can return them.</td>
</tr>
<tr>
<td>Get Codex Monster</td>
<td>Bookstore</td>
<td>Can browse, can get items, you own the items acquired and can do what you like, can’t return them.</td>
</tr>
<tr>
<td>Making a Monster</td>
<td>Index Card</td>
<td>Free to do whatever you want, no restrictions.</td>
</tr>
<tr>
<td>Making a Monster</td>
<td>Form</td>
<td>Set format and options, fixed choices.</td>
</tr>
<tr>
<td>Organizing Monsters</td>
<td>Card File</td>
<td>Items can only be in one collection. Easy to browse all items in collection.</td>
</tr>
<tr>
<td>Organizing Monsters</td>
<td>Label</td>
<td>Items can be “in” multiple collections. Can’t easily grab full collection.</td>
</tr>
</tbody>
</table>

(Green Highlight indicates primary metaphors, yellow are metaphors where some elements were used, red were not used.)

Scenarios

(Note: Activity Design Scenarios are based on ones written for Project Assignment #2, Problem Scenarios and Analyses are new.)

Scenario: Steve gets a monster from the codex.

Problem Scenario:

(“Bookstore” style Codex)

Steve is still new to Dungeon World so he isn’t confident in his ability to create new monsters. However he is a bit bored with the monsters in the player handbook, so he logs into the Codex. He opens up the codex. He can see some of the most recent monsters and the most popular ones, but none of them are what he is looking for. He goes to the “browse collection” option and clicks through. There are pages and pages of monsters. He scrolls through some but it quickly becomes clear that there are far too many. He then tries searching for “undead,” since he is
interested in doing a crypt scene. However the only monsters that show up are ones that have the word “undead” somewhere in their text, which isn’t very common. He ends up searching “ghost,” “lich,” “zombie,” and every other “undead”-like word he can think of. Every time he finds a monster he likes he bookmarks the page. However, sometimes he wants to add some of his thoughts which isn’t possible. He ends up printing out the pages and tossing them in a pile so he can write on each monster and access them if the internet goes down.

Activity Design Scenarios:
(“Bookstore” style Codex)
Steve is still new to Dungeon World so he isn’t confident in his ability to create new monsters. However he is a bit bored with the monsters in the player handbook, so he logs into the Codex. He isn’t really sure what makes a “good” monster so he decides to browse through the popular monsters. After selecting a few he realizes that a couple are undead. He decides that he will put his players in a crypt full of undeads. He then searches the Codex for other undead monsters. Each time he finds a monster he likes he downloads it to his collection so he will be able to find them later. When he sees the “Skeleton in a Barrel” he has an idea of a room full of barrels some containing useful items others containing skeletons. He adds this idea to the GMs notes so he won’t forget. Since he is new to Dungeon World and doesn’t have many monsters to keep track of he doesn’t bother with the collections at this moment.

Claims Analysis (Analyses of Design Features):
Interface with Codex through App
+ Streamlines monster finding.
- Limited by implementation of Codex.
  - Codex has poorly implemented search/browse.
Download monsters and edit local copies
+ Allows GMs to access favorite monsters when offline.
+ Allows GMs to sort monsters into their own collections.
+ Allows GMs to add notes to monster or change stats.
- May cause confusion over ownership.

Scenario: Tony creates a monster.
Problem Scenario:
(“Index Card” creation and “Label” organization)
Tony pulls out an index card and writes his monster from scratch. He is experienced in Dungeon World so he remembers what he needs to write and what values work well. However on his “Giant Crocodile with Back Mounted Laser” he forgets to add the “Stealthy” tag, and the armor amount. He jots down some scenario thoughts and flavor details on the back of the index card so he remembers them later. He then adds colored stickers to the top of card marking it as a
“Marsh” creature and a “Science Experiment” and adds it to his box. When he plays later he changes the cards as needed by erasing, altering, and adding information.

**Activity Design Scenarios:**

(“Form” creation with elements of “Index Card”, “Label” organization)

Tony is really particular about his world and is running a slightly modified version of Dungeon World so the survey generated monsters don’t really fit. He also has plenty of experience getting a feel for monster balance. So he skips the creation survey and goes to the blank creation template. He writes all his values from scratch based on his gut instincts. If he finds that monsters aren’t working quite right he is comfortable enough to alter them on the fly and edit the monster files later. He adds some scenario thoughts and flavor details in the GM notes and places them in categories based on where they will be encountered and what factions they are part of. His “Giant Crocodile with Laser Gun” gets put into the “Marsh” and “Science Experiment” collections. He decides not to publish his monsters to the Codex since they don’t fit with normal Dungeon World.

**Claims Analysis:**

- **Monster Template**
  + Provides fillable scaffolding for monster creation.
  + Allows freedom to create monsters outside those listed by the survey.
  - Limits format to standardized set of fields and data types.

- **GM Notes Section**
  + Allows non-monster data to be held and connected to monster.
  - Confusion between monster flavor text and GM notes may occur (GM notes don’t go to Codex).

- **Label-type Collections (See Natasha)**

- **Editable Monsters**
  + Able to change monster without recreating.
  - Still limited to Monster Template.

- **Ability to choose not to publish to Codex**
  + Keeps odd/specific or redundant monsters out of Codex.
  - May decrease population of Codex if GMs forget to publish.

**Scenario: Bruce creates a monster.**

**Problem Scenario:**

(“Form” creation)

As Bruce leads a one off session of Dungeon World his players end up entering a cave he made up on the spot. A player makes a joke about how the cave might contain the Legendary Black Beast of Aaaaaarrrrrggghhh (from Monty Python and the Holy Grail). Bruce likes this idea
however he doesn’t have internet so he can’t access the Codex. So he pauses play and pulls out the Dungeon World playbook, a piece of scrap paper, and an index card. He flips through the book until he finds the Monster Creation survey. As he answers the questions in the survey he notes down the various moves and modifiers on his scrap paper. When he is done he combines all the results and copies it onto an index card. He then resumes the session using the monster he created. His players end up really liking the Aaaaarrrrrrggghhh so he decides it to publish it to the Codex so other people can use it. However since he created it by hand he has to go on the Codex and correctly reproduce his answers to get the same monster back to publish.

Activity Design Scenarios:
(“Form” creation with “Card File” organization)

As Bruce leads a one off session of Dungeon World his players end up entering a cave he made up on the spot. A player makes a joke about how the cave might contain the Legendary Black Beast of Aaaaarrrrrrggghhh (from Monty Python and the Holy Grail). Bruce likes this idea so he opens up the Monster Creation Survey and runs through it. He quickly adds it to a collection he set up for this session (“Buckets of Dice 2013”). He then resumes the session using the monster he created. His players end up really liking the Aaaaarrrrrrggghhh so he decides it to publish it to the Codex so other people can use it.

Claims Analysis:
Monster Survey
  + Quick and straightforward creation.
  + Creates balanced complete characters.
  + Hides implementation details.
  - Limited freedom.
Ability to Publish Monsters to Codex
  + Allows sharing of monsters.
  + Don’t need to go to the website and recreate monsters to share.
  - Possible issues with downloading then publishing other’s monsters.
  -/+ GM notes wouldn’t transfer

Scenario: Natasha organizes her monsters.

Problem Scenario:
(“Card File” organization adding “Label” organization)

Natasha is running three different campaigns in similar worlds. She uses a card file to sort monsters by location. For example “Forests,” “Plains,” “Crypts,” etc. However she is starting to have trouble keeping track of what groups have encountered what monsters. She doesn’t want to accidentally resurrect a monster. She finds a set of black skull stickers and decides to put one on
any monster that has been killed in the Mithrasia Campaign. Each time a named monster is killed in her Mithrasia Campaign she adds this sticker. This way when searching for new monster she can ignore any of the ones with that sticker. She can also use it to keep track of notable foes they have beaten. She writes on the back of Garith the Mad’s card that the Mithrasia party murdered him brutally and showed no mercy. So when she decides to add his son “Garth the Enraged” (who is searching for his father’s killer) and he comes across the party she can have him act accordingly.

Activity Design Scenarios:

(“Label” organization)

Natasha is running three different campaigns in similar worlds. She already has labels to sort monsters by location and type. For example “Forests,” “Plains,” “Crypts,” “Undead,” “Fae,” etc. However she is starting to have trouble keeping track of what groups have encountered what monsters. She adds a new collection “Killed in Mithrasia Campaign.” Each time a named monster is killed in her Mithrasia Campaign she adds it to this collection. This way when searching for new monster to kill she can filter out ones with this tag. She can also use it to keep track of notable foes they have beaten. She might add in the GM notes on Garith the Mad that they murdered him brutally and showed no mercy. So when she decides to add his son “Garth the Enraged” (who is searching for his father’s killer) and he comes across the party she can have him act accordingly.

Claims Analysis:

Label-type Collections

+ Allows players to organize their monsters.
+ Allows Monsters to have multiple labels/exist in multiple collections.
+ Allows for greater freedom of organization.
+ Ability to add additional labels at any time.
- Could be difficult to browse within labels (would require filtering algorithms).
- Typos when adding tags could be disastrous.

Boolean logic on labels (and, or, xor, not, etc)

+ Allows for easier searching/browsing for monsters.
- May become very complicated very fast.
- Wouldn’t transfer to Codex, possibly resulting in frustration.

GM Notes Section (See Tony)