Project Proposal

1. Problem.

Dungeon World is a Tabletop Role Playing game written by Sage Kobold Productions, based loosely on Dungeons and Dragons. The gamemaster is responsible for creating the monsters which inhabit the game world. However it can be hard to keep track of the growing number of monsters inhabiting a world over the course of a long term campaign or coming up with new monsters on the fly.

The Dungeon World handbook has a monster creation survey but it still requires you to juggle the calculations by hand. There is an online monster creation database called the Codex however while you have access to a lot of monsters there is very little organization. Honestly someone could do a better job of organization with a box of index cards. I feel there is a need to create a system which has the easy monster creation and access to other people’s creations aspects of the Codex along with a flexible organization scheme.

By combining these features it will be much easier for a user to organize their monsters, freeing up more time and energy for actually play.

2. Target users.

This program is designed for GMs of Dungeon World. Dungeon World is a new system that was funded via a Kickstarter. Most players are young adults or adults. Though there are some teens and older people who play and run games. Dungeon World is especially appealing to adults as it requires less time commitment then something like Dungeons and Dragons. Also since it is still a new indie system people who are new to TRPGs are less likely to even know it exists.

By nature of the game all GMs will be old enough to read and write and possess basic computer literacy.

3. Solution.

My solution is a desktop application which would hold a GM’s library of monsters and access to the Codex’s database of monsters (connection spoofed for class purposes). It would also provide some sorting abilities (alphabetical, show only monsters with a given tag, etc) and custom groups of monsters. Finally it would allow monster creation, either from scratch or using Dungeon World’s monster creation survey, and editing.

When you startup the program there would be a homepage. This would contain buttons for “Build-a-Monster,” “my Bestiary,” and “the Codex.” It would also contain a recent and/or favorite
monsters section.

The “Build-a-Monster” section would ask if the user wanted to use the Dungeon World monster creation questions to build a monster. If so it would run through the questions using multiple choice questions and text boxes, also with back, next, and cancel buttons. Then once all the questions were processed it would create the monster and give the user the option to go back, edit by hand, or just save and finish. If they choose to edit by hand or create a monster by hand they will be brought to a form like page, either blank or with the existing information allowing them to alter the information. (Some boxes like health could be limited to numbers.)

The Bestiary would contain all of the monster that the user created or copied from the Codex. Here the user could search by name or add tags to the monsters to help organize them. For example if a monster was linked to a specific campaign they could add a tag with a keyword. Or they could tag all of their undead monsters as such. This way if the GM’s collection of monsters got too big they could still find them. The user could then filter to show only monsters with certain tags (in alphabetical order). There would also be an option to see the most recently created monsters. There would also be an option to push monsters to the Codex.

The Codex would give access to the online database of monsters. Sorting would be somewhat limited by how it is implemented online. Allowing browsing most recent first and some basic searching. The user would then have an option to copy a monster into their Bestiary, if they did so there would be a small non editable field indicating the original creator. The user would be able to edit their local copy but credit would remain to the original creator.