Requirements Analysis

**Title:** The Dungeon World Bestiary

**Problem:**

It can be hard for Dungeon World Game Masters (GMs) to create and organize the monsters for their campaigns, and to find other people’s monsters to use. (See Official Proposal for more details.)

**Users:**

**Stakeholders:**

The **Primary Stakeholders** are Dungeon World GMs, aka the people running games of Dungeon World. As Dungeon World was funded by a Kickstarter and is primarily for sale online most players have basic computer literacy. Most GMs will be at minimum in their teens, however because Dungeon World is mostly known by experienced players looking to branch out the age range is leaned towards adults (anyone above teen years).

The **Secondary Stakeholders** are the players who are in the campaigns run by GMs who use the Bestiary. This could be almost anyone as long as they are old enough to follow the rules of Dungeon World. They will encounter the monsters during their play.

The **Tertiary Stakeholders** would be the creators of Dungeon World. If the tool is useful it could help draw more people into playing Dungeon World.

The **Facilitating Stakeholder** is me.

**Personas:**

**Steve** is 17 years old. He is still in High School and recently learned about Dungeon World. He hasn’t had any experience GMing and has only played twice at a convention. However he has played some computer roleplaying games. He wants to introduce his friends to Dungeon World on the weekends.

**Tony** is 20 years old. He is currently in college and runs a campaign on the weekends. He started out in High School playing Dungeons and Dragons but has since then moved on to playing Dungeon World. He spends a lot of his free time crafting a vast and expansive world for his campaign.

**Natasha** is 26 years old. She has graduated college and is working full time. She is part of a tabletop roleplaying society in her city. She is running 3 different campaigns with different groups in addition to playing in a separate campaign. Two of her campaigns are in similar worlds one is in a very different setting.
Bruce is 31 years old. He has two kids along with working a full time job. He doesn’t have a lot of time to play or prep so he mostly runs the occasional one off at conventions or occasionally with friends.

**Tasks:**

**Create/edit a monster.** When creating a new monster the user will have two options to begin. They will either run through Dungeon World’s monster creation survey (which will fill in the monsters stats for them) or they will be taken to a blank monster template to be filled in. If the user runs through the Monster Survey they will then have the option to load the generated monster file and alter any values as they see fit. Once they have a monster file they can add notes and place the monster in collections. They then have the option to upload the monster to the Codex. The player can come back later and edit the monster file.

**Get a monster from online.** To download a monster from the Codex into their local collection the user or computer must first check for a connection to the Codex (or sync a local copy). The user can then browse or search through the Codex until they find a monster they like, at which point they can make a local copy of the monster. Once they have a local copy they can edit the monster, add notes, and add it to any collections.
Organize Monsters. The user can create collections to add monsters to. Then they can go through their monsters (either searching or browsing) and add them to any collections they wish. They can also go through a collection and remove monsters. They can also add GM notes to the monsters.

Problem Scenarios.
Scenario: Steve gets a monster from the 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 see’s 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.

Scenario: Tony creates a monster.

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.

Scenario: Bruce creates a monster.

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 Aaaaarrrrrrgghhh (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 Aaaaarrrrrrgghhh so he decides it to publish it to the Codex so other people can use it.

Scenario: Natasha organizes her monsters.

Natasha is running three different campaigns and is starting to have trouble keeping track of what groups have encountered what monsters, she doesn’t want to accidentally resurrect a monster. 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.

**Usability Requirements.**

A GM should be able to quickly find a given monster in their local collection. Best case under 30 seconds. Worst case 2 minutes. The GM will need to do this on the fly during a game, they shouldn’t have to pause their game for long periods of time. An unorganized GM may take as long as 2 minutes or longer, but a GM who has used collections should be able to get from their homepage to the monster they are looking for quickly (30 seconds or less).

A GM with a solid idea of the monster they are creating should be able to use the survey to go from concept to monster in under 3 minutes. Once again this may be occurring during game play so using our tool must be at minimum as fast as doing the survey with pen and paper calculations, ideally it will be faster.