

Adventure Lookup

Table of Contents

[Table of Contents](#)

[Introduction & Motivation](#)

[Analysis](#)

[What do adventures consist of?](#)

[Frontend frameworks and User Interfaces](#)

[Use Cases or User Stories?](#)

[Too many Technologies](#)

[HTML5 \(Needs Description\)](#)

[Backend Framework and Databases](#)

[Python 3 \(language\)](#)

[Docker \(Development PlatformFramework\)](#)

[Django \(Web Framework\) \[Needs Description\]](#)

[Entries and Moderation](#)

[Features](#)

[Must \(be included upon release\)](#)

[Should \(be included to make things more smooth\)](#)

[Could \(not that important, but useful\)](#)

[Would \(if there's time\)](#)

[User Profiles](#)

[User Journeys](#)

[Primitive Adventure Search \[CORE\]](#)

[Use Case 1: Primitive Adventure Search](#)

[Advanced Adventure Search \[CORE\]](#)

[Use Case 2: Advanced Adventure Search](#)

[Upload Adventure \[CORE\]](#)

[Content Curation](#)

[Proposals](#)

[Add Encounter](#)

[Add Files](#)

[Tags](#)

[Use Cases](#)

[Front End Mock Up](#)

[Proposed Front-End Framework](#)

[Back-End Information Model](#)

[Back-End Data Model](#)

[Proposed Back-End Framework](#)

[Summary and Initial Design Requirements](#)

[Methods](#)

[Design](#)

[Implementation](#)

[Further work](#)

[Appendix A: Keywords](#)

[Bibliography](#)

Introduction & Motivation

This one's all you Matt.

Until Matt tunes in:

In 2016, the spare time of Dungeon Masters(DMs), or Game Masters(GMs), is stretched much thinner than it was when D&D was first released. Some DMs find that their time is better spent editing pre made content to fit their adventures, than creating entire adventures from scratch. While creating your own adventure might have been a great way to diversify your players' experiences back in the day, today, with hundreds of people sharing their content online, and professionally written content having been published and sold for decades, there is a decent chance that what a DM is trying to create for a specific situation already exists.

Sadly for the DMs who would like to incorporate the creations of others in their adventures, be it to save time, or for any other reason, specific content can be very hard to find.

As far as the writers of this document know, there is no database that catalogues as much tabletop RPG adventure content as possible, and no tool for searching through this hypothetical database exists to aid DMs in their searches.

Primarily, a need exists for a such database with a powerful searching tool. The database should eventually contain information about as many published adventures as possible, and to reach this goal, it should be possible for the users of the database to expand it.

Adventure information should help DMs determine whether a specific adventure contains what they are looking for, and where to find it.

Analysis

Usually preceded by investigation. This chapter should feature relevant research topics, preferably, but not necessarily, with sources. This should help us figure out what we want the finished product to be able to do, what would work best in implementation, and make a nice foundation for design and implementation. Topics could be, but are not limited to, the following:

In order to catalogue adventures on the database, we need to determine what information is necessary to include in descriptions beyond titles, where to find and/or buy them, and what system or system edition they are made for.

What do adventures consist of?

How many topics can they be split into, how many splits are necessary, and what adventure features are not necessary to list? What about encounters? Elaborate.

The 5th Edition Player's Handbook [1] identifies three primary components to an adventure: **Exploration**, **Social Interaction**, and **Combat**. The 5th Dungeon Master's Guide [2] enumerates various ways in which these components can be implemented (familiar **Tropes**, credible **Threats**, **Surprises**, appeal to various **Player Types**, useful **Maps**, **Focus on the Present** [Time period the game is set in and what is happening then]). While the execution of each of these components vary widely, adventures tend to follow a story-like plot arc with a beginning, middle, and end. *Player Characters* (PC) take the primary focus for this analysis as they are generally the driving force behind interactions within an adventure. *Dungeon Masters* (DM) may wish to search across components for criteria which will meet the needs of his or her adventurers.

PCs explore various **Locations** within an adventure, which can range from land to air to sea, but primarily transpires within Dungeons, Wilderness, and Settlements or other Urban Environments. The 5th Edition Dungeon Master's Guide [2] has also outlined various extra-planar locales such as the Underdark or the layers of Celestia.

During **Explorations**, adventurers will often encounter hostile monsters resulting in **Combat**. Combat encounters will involve the PCs interacting with three broad categories of things. They will fight **Creatures** such as Elves, Orcs, or Dragons often using **Objects** or **Items**. Types of **Items** can include weapons, magical items, gold coins, or trinkets such as a rusty key. PCs may also encounter dangerous **Situations** which may take the form of an obstacle like a trap or a motivation like a missing princess.

A collection of Adventures may be combined to form a **Storyline**. For example, the Dungeons and Dragons 1st Edition Module - Queen of the Spiders (GDQ 1-7), was comprised of the modules [Against the Giants](#) (G1-3) [3], [Descent into the Depths of the Earth](#) (D1-2) [4], [Vault of the Drow](#) (D3) [5], and [Queen of the Demonweb Pits](#) (Q1) [6]. Likewise, the Tyranny of Dragons **Storyline** encompasses 5th edition [Hoard of the Dragon Queen](#) [7] and [Rise of Tiamat](#) [8] adventures.

The DMG [2] outlines two (but not limited to) broad **Types** of Adventures: Location based and Event based. These **Types** are given variety by changing style (such as Mysteries) or adding flavor with Twists, Intrigue, and Side Quests.

The Conclusion of an Adventure may have multiple Outcomes, resulting from various Complications and Decisions.

“If I was to breakdown an adventure using a Sly Flourish style approach, it consists of: Setting > Adventure Outline > Combat Encounters > NPCs > Flavor Text > Illustrated Player Aides > Maps > Calculated Loot > Calculated XP > Skill Challenges > Puzzles”
- Grant Ellis

It also becomes necessary to examine how the adventure components differ between editions of Dungeons and Dragons. While Wizards has provided a conversion guideline doc, we may very well need to identify the universal components as well as any edition specific variations.

Frontend frameworks and User Interfaces

Elaborate on our options, describe them shortly. Follow up by logically discussing which options are best for us to use, but remember that we need to have people who can work with the things we end up choosing.

User Stories into Use Cases

Design analysis for the Front-End begins with creating User Personas. User Personas will represent typical individuals we foresee possibly using the system, described broadly. Taking on the Persona, we then write up a story of how this individual would interact with the system, assuming only their knowledge of the system and their view. This will outline the imagined functionality of the system so that all Front-End developers have the same vision of how the system will interface with a user.

User Stories are a general description of how the developers and the client imagines a user will utilize the software. It is not specific enough to represent a step-wise implementation of the Front-End. This is where we use Use Cases. Use Cases are a step-wise breakdown of how individual features are turned into client implementation and actions. The Use Case breaks down actions more closely into the way a developer may describe a system's action in common English.

Too many Technologies

From the discussion in the Discord, it seems that there is no shortage of front-end technologies that we can leverage and the real question may be, what do we want it to do?

HTML5 (Base Markup)

5th and Current version of the HTML Standard

AngularJS (JavaScript Framework)

Framework that extends basic HTML to interact with attributes and data [9]

React (JavaScript Library - User Interfaces)

JavaScript Library used by Facebook and Instagram to create their user interfaces [10]

InvisionApp (Design Collaboration)

<https://www.invisionapp.com/>

Library OPACs (Online Public Access Catalogue)

“to see the type of features that we would want to include. Sliders for publication years, check marks for editions, format published in (whether they are going to have to buy it off of Amazon, or is there the option to by a pdf?), clickable main entry points (oh, I like this Author, all I have to do is click on their name and everything linked to that name is now on one page!), that sort of thing.” (Discord chat, May 17th 2016)

Backend Framework and Databases

Elaborate on our options, describe them shortly. Follow up by logically discussing which options are best for us to use, but remember that we need to have people who can work with the things we end up choosing.

Python (language)

Python is the most popular programming language among those who answered the poll created on the subreddit.[11] According to Wikipedia, a scientifically poor source but a source nonetheless, this language is more efficient (in terms of lines of code written) than C++ and Java.[12] Furthermore, we seem to have a lot of people who know it.

Docker (Development Platform)

“Docker containers wrap up a piece of software in a complete filesystem that contains everything it needs to run: code, runtime, system tools, system libraries – anything you can install on a server. This guarantees that it will always run the same, regardless of the environment it is running in.” [13]

This would be combined with the Python language, and seems to be the general consensus of the Backend discussion from the Discord chat as of May 18th, 2016. Further info about the Docker platform can be found in source 13.

Django (Web Framework) [Needs Description]

“Django is a high-level Python Web framework that encourages rapid development and clean, pragmatic design. Developed by a fast-moving online-news operation, Django was designed to handle two challenges: the intensive deadlines of a newsroom and the stringent requirements of the experienced Web developers who wrote it.” [14]

The Django framework is written in Python and has been chosen by general consensus to be used as the framework tool to manage the project on the Discord chat as of May 18th, 2016. Further information about the framework can be found in source 14.

Entries and Moderation

How do we manage fleshing out the website? Maybe a bit of research is in order? Know any experts we can ask?

Design Process

What way do we want to design this? Describe the dream, turn it into a feasible concept, then figure out necessary compromises to convert it to a website? Create a prototype and change it until it fits the dream? Other ideas?

Repository

[The GitHub Organization](#)

Documentation

[This Document](#)

Work Tracking

[Trello](#)

Feel free to add other topics!

Specific, to be sorted:

Content Curation

In order to ensure the best Experience there needs to be a way to curate and moderate content.

Design Questions: What do we want to do about NSFW or sexually explicit Content? Is the general consensus, that everyone is 18+? Do we want to filter? What's the legal Framework? (dependent on where we host? Or where we are reachable?)

How do we want to deal with Racist, Sexist or Homophobic Content? Some of this Content might be an attempt to discuss certain issues through the medium of roleplaying games. Where is the line exactly between what is allowed and what is not?

What are minimum requirements for an Adventure? (reduce "Spam") How to deal with duplicates? Do we want to make 'uploading' collaborative? Should we mark certain Content as WIP?

Do we allow restricted access to certain material? May it be because of WIP, Sexually Explicit Content or 'triggering' material. What about hiding certain Content from search results?

Proposals

Features (Design Requirements)

An outline of features suggested by Matt Colville and other future users.

Must (be included upon release)

- Searching for Adventures based on various requirements such as monsters, setting, and level
- Adding Adventures from WotC or Dragon Magazine
- User Accounts
 - Registration and log-in
 - I want to be able to add new Adventures
 - I want searches to have some fuzzy logic, so that if an adventure meets most of my criteria, but not all, it may still show up.
- Moderators
 - I want to be able to edit existing Adventures
 - I want to be able to delete existing Adventures

- I want to be able to ban non-admin users
- I want to be able to delete the comments of non-admin users (if comments are implemented)
- I want to be able to view a queue of reported comments that may need my attention

Should (be included to make things more smooth)

- Users upload their own adventures into the system
- Some form of curation to ensure quality of indexed adventures

Could (not that important, but useful)

- A system to rate adventures
- User Accounts
 - I want to be able to rate existing Adventures (1-5 Stars? 1-10? Upvote/downvote? Github-style star?)
 - I want to be able to leave comments under existing Adventures
 - I want to be able to reply to comments
 - I want to be able to edit / delete my own comments
 - I want to be able to edit existing adventures to add different elements
 - I want to be able to report Adventures or comments with inappropriate content
 - I want to be able to view a dashboard with a list of my comments, Adventures, and favorited items
 - I want to be able to see previous revisions of adventures, similar to how one can on a Wiki.
- As a visitor, I want to browse by Top Adventures, Newest Adventures, etc
- As a visitor, I want to see a list of "Featured Adventures" on the landing page
- As a visitor, I want to see a simple landing page with a search bar and 'advanced search option'

Would (if there's time)

- A compendium of monsters that adventures can link into
- A compendium of unique items that adventures can link into
- Localization

Primitive Adventure Search [CORE]

This is a single search box that is facet agnostic. It would query the docstore and return a list of hits that contain terms that the user searched for, ranked by relevance.

Use Case 1: Primitive Adventure Search

Core

Advanced Adventure Search [CORE]

Catt begins at a page on the site and wishes to find an adventure involving ghouls. He navigates to the Browse page and is presented with multiple facets to browse. In the monsters facet, he types in ghouls. He then presses the search button and is returned a list of possible adventures. At the top is Temple of Elemental Evil and he chooses this option. He is taken to a Splash Page describing various elements of the adventure. Liking what he sees, he chooses the download option and downloads an archive file with the necessary documents to run the adventure. (Alternatively, he is directed to a web page where the adventure is stored)

Use Case 2: Advanced Adventure Search

Core

1. User navigates to the adventure search area
2. User chooses to add a criteria to search against and starts entering their search term for that criteria
3. User actions the search
4. System provides a listing of matching adventures that the user can navigate to for more information

Alternative flow 2a: Listing real-time results

1. System outputs a listing of possible results that case insensitively matches the user's currently input criteria
2. Return to Core step 2

Alternative flow 2b: Listing potentially related results

1. System provides user with notice of possible alternate results that appear to be relevant but not match the user's search criteria
2. Return to Core step 2

Alternative flow 2c: Choosing criteria from real-time list

1. User selects one or more items from the system provided results list
2. System records selected results as selected terms for use in final adventure search and display it as selected
3. Return to Core step 2

Alternative flow 2d: Removing selected term

1. User selects to remove a term from a criteria
2. System removes the record of that term, and removes the term within the criteria from display

Alternative flow 2e: Removing selected criteria

1. User selects to remove a criteria from the search list
2. System removes any records of terms under the criteria, and removes the criteria from display

Alternative flow 4a: No results found

1. System alerts the user to a lack of adventures matching the criteria and terms
2. Return to Core step 2

Alternative flow 4b: Refining criteria

1. User selects to refine their search terms
2. Return to Core step 2

Upload Adventure [CORE]

Catt has spent some time creating a D&D Adventure in 5e and wishes to upload it onto AdventureLookup.

He begins on a page on the site and navigates to the Upload an Adventure section. He is asked to enter a title for his adventure. He then begins adding additional information such as monsters, encounters, villains, and setting. When he has completed adding this information, Catt is asked to add tags to his adventure to help other users find his adventure. He then submits his adventure and is brought to his Adventure's information page so he can review his adventure.

*If we don't wish to host a ton of pdf files on the server, Catt may paste a link to his website, blog, or another other site where his files are hosted instead.

** With uploading files, there will need to be an affidavit (checkbox or something) that everything that is being uploaded is theirs to upload and not copyrighted material.

Add Encounter

Add Files

Catt has finished creating his adventure, but wants to include some handouts and maps along with it. He has already scanned these objects and they are jpg or pdf files on his computer. He selects the upload file option and selects a handout that he wants to include with this adventure. After submitting the handout and waiting for it to upload, Catt sees the file appear in the list of included files.

Tags

Catt comes across an adventure he has played. He notices that its description is missing some key and prominent elements. He submits a descriptive word or phrase to be attached to the adventure to facilitate future users' searches.

Use Cases

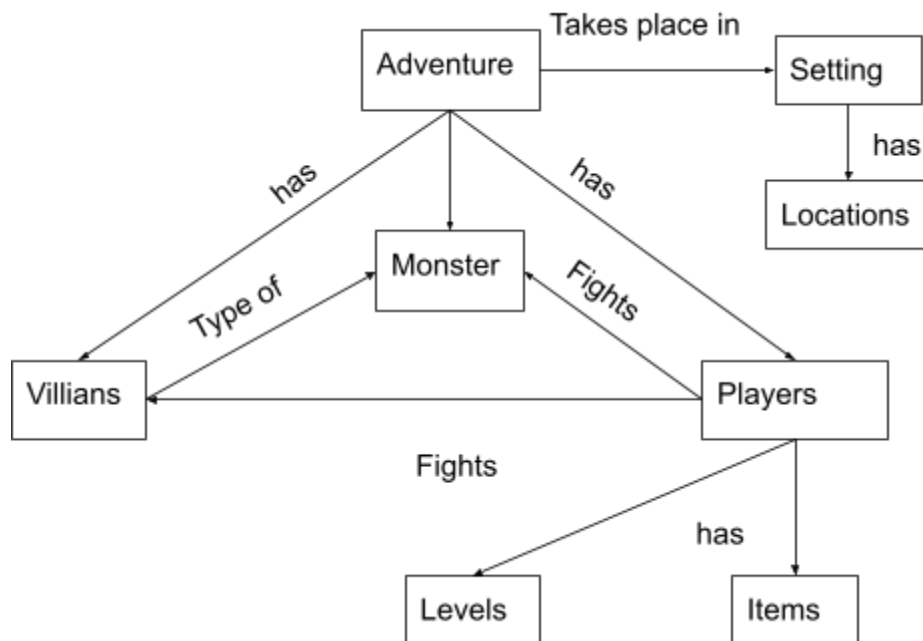
Front End Mock Up

Proposed Front-End Framework

Created a GitHub issue for this as well:

<https://github.com/grammachachi/adventurelookup/issues/2>

Back-End Information Model



Back-End Data Model

Proposed Back-End Framework

Created a GitHub ticket for this as well:

<https://github.com/grammachachi/adventurelookup/issues/1>

Summary and Initial Design Requirements

This topic may also include a short description of the target group.

Methods

This chapter should describe the methods that will be used for testing the product.

Design

Concept design, usability testing of the concept design (we may want to build a prototype for this), and a final design based on the usability tests.

Implementation

The programmers' recipe, describe all elements and how we will implement/have implemented them. We can take this segment to Github and paste a link to it here instead.

Further work

After the implementation, we may want to continue trying to make Adventure Lookup better. If this was a scientific report, the following would be the next steps in that process.

Evaluation

(Further testing and a description of the results.)

Discussion

(Analysis and Discussion of the results found in the testing phase.)

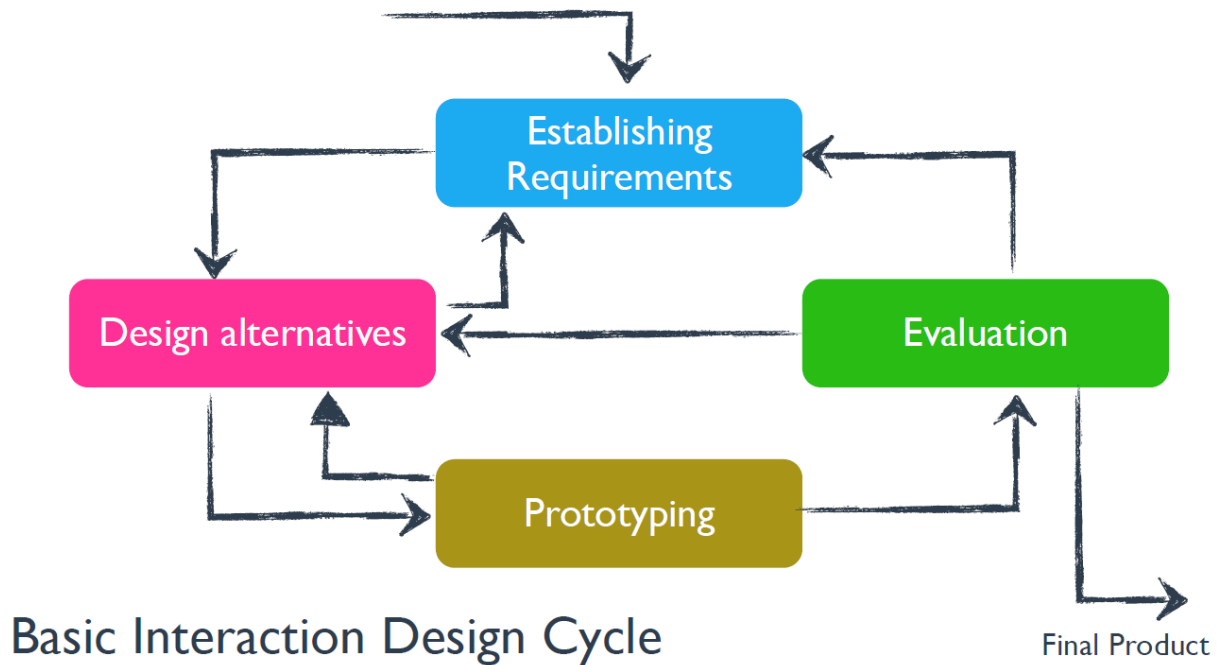
Conclusion

(What we can conclude based on the discussion of the tests.)

Redesign

(We fix what needs fixing, and change what needs changing, before implementing it again)

We would loosely be following this model:



Appendix A: Keywords

PHB - Player's Handbook

MM - Monster Manual

DMG - Dungeon Master's Guide

WotC - Wizards of the Coast

Bibliography

Any and all sources are listed here!

[1] Wizards RPG Team. *Player's Handbook*. 5th Edition ed. Wizards of the Coast, 2014. Print.

[2] Wizards RPG Team. *Dungeon Master's Guide*. 5th Edition ed. Wizards of the Coast, 2014. Print.

[3] Gygax, Gary. *Against the Giants*. Advanced Dungeons & Dragons ed. TSR, 1981. Print.

- [4] Gygax, Gary. *Descent into the Depths of the Earth*. Advanced Dungeons & Dragons ed. Wizards of the Coast, 1980. Print.
- [5] Gygax, Gary. *Vault of the Drow*. 9021 ed. TSR, 1978. Print.
- [6] Sutherland III, D., Gygax, G. *Queen of the Demonweb Pits*. Advanced Dungeons & Dragons ed. Wizards of the Coast, 1980. Print.
- [7] Wizards RPG Team. *Hoard of the Dragon Queen*. 5th Edition ed. Wizards of the Coast, 2014. Print.
- [8] Wizards RPG Team. *Rise of Tiamat*. 5th Edition ed. Wizards of the Coast, 2014. Print.
- [9] "AngularJS Introduction". W3Schools. http://www.w3schools.com/angular/angular_intro.asp retrieved May 20th, 2016.
- [10] "Why React". Facebook, Inc. <https://facebook.github.io/react/docs/why-react.html> retrieved May 20th, 2016.
- [11] Programming language poll:
https://www.reddit.com/r/AdventureLookup/comments/4joma9/poll_what_language_should_we_use_for_the_backend/ retrieved May 18th 2016.
- [12] Python language, basic info: [https://en.wikipedia.org/wiki/Python_\(programming_language\)](https://en.wikipedia.org/wiki/Python_(programming_language)) retrieved May 18th 2016.
- [13] What is Docker: <https://www.docker.com/what-docker> retrieved May 18th, 2016.
- [14] Meet Django: <https://www.djangoproject.com/> retrieved May 20th, 2016.