Design Challenge
An app for game masters in pen&paper role-playing games

Please note: Following advice on the openSAP forums that casual scenarios are also acceptable, the presented app targets a casual user group that is not strictly supported by SAP systems. It has thus been implemented with mockup data using a custom OData-EDMX file. The closest "true" SAP scenario is probably inventory management/material management.
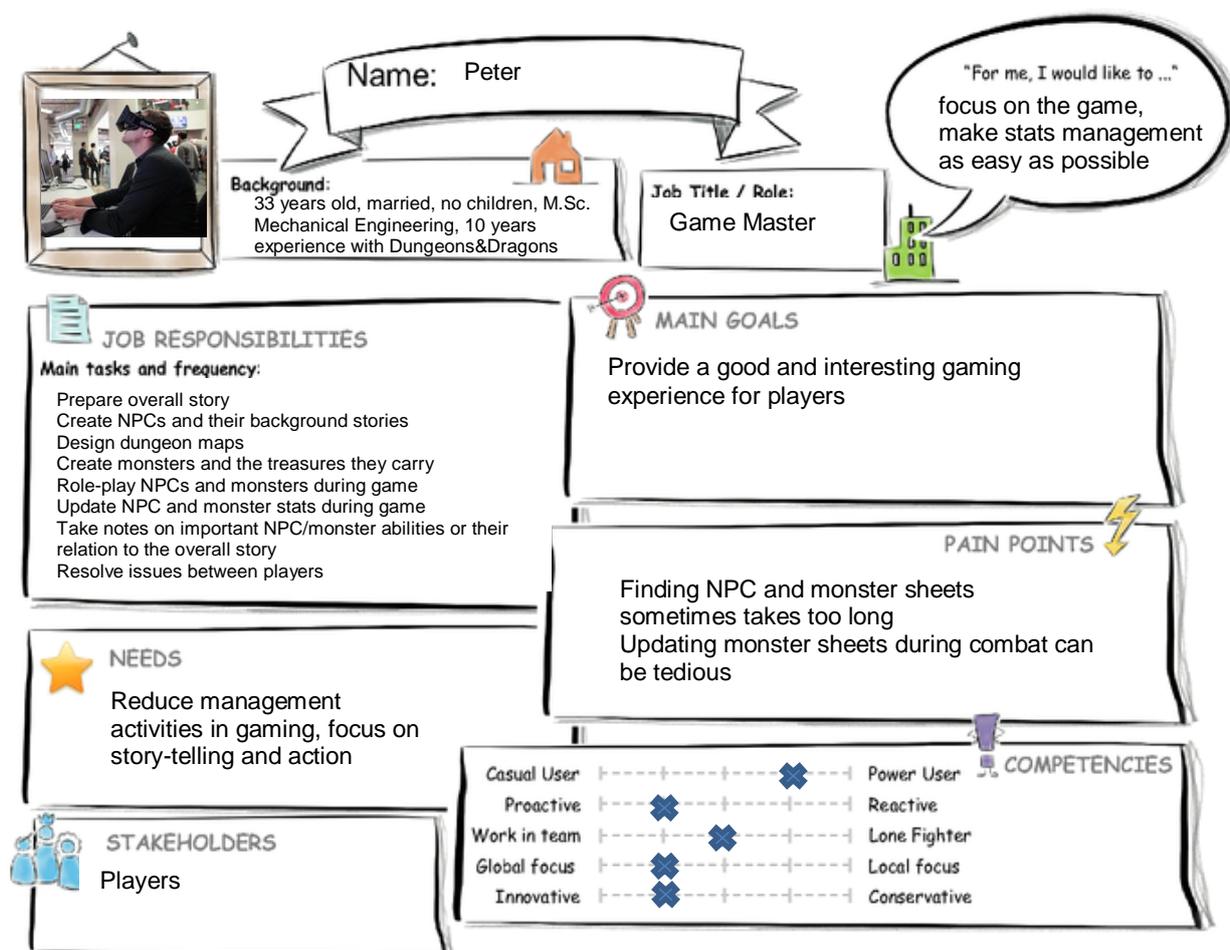
1. Design Thinking Story

Pen&paper roleplaying games (RPGs) such as Dungeons&Dragon are a popular pastime among teenagers and students, especially in nerd culture. In these games, people gather around table and take the role of fictional characters (e.g. a knight or a wizard), that pursue fantastic adventures, in which they explore dungeons, fight monsters and collect treasures. To allow fair judgment about the success of players actions during their journey, characters are defined by a set of physical and mental attributes (e.g. strength), various abilities (lock picking, sword fighting, etc.) and the equipment that the characters owns (e.g. a chain shirt). These statistics are typically recorded on a sheet of paper (hence the name pen&paper game).

A particularly important and work-intensive role in pen&paper RPGs is the so-called Game Master (GM) or Dungeon Master. He/she lays out the story, in particular by defining a variety people the characters meet (so-called non-player characters, NPCs), and with whom they interact, and the monsters the players' characters encounter. For both types, the GM has to manage the above-mentioned statistics, especially as they may change due to interaction/combat with player characters, and to take notes regarding the relevance of those NPCs and monsters for the overall story.

Traditionally, the GMs management tasks have been carried out with stacks of paper, often introducing delays in the flow of the game, especially when GMs try to present epic stories. An app designed for interaction with a tablet, could integrate smoothly with the casual setting and simplify the management of NPCs and monsters during the game; access to the same app on a desktop computer would allow GMs to efficiently prepare the game in advance. To do so, the app needs to provide a quick overview of relevant statistics, and provide efficient access to common actions (e.g. recording an injury in combat, adding a note to an NPC).

2. Persona

Name: Peter

"For me, I would like to ..."
focus on the game, make stats management as easy as possible

Background:
33 years old, married, no children, M.Sc. Mechanical Engineering, 10 years experience with Dungeons&Dragons

Job Title / Role:
Game Master

JOB RESPONSIBILITIES
Main tasks and frequency:
Prepare overall story
Create NPCs and their background stories
Design dungeon maps
Create monsters and the treasures they carry
Role-play NPCs and monsters during game
Update NPC and monster stats during game
Take notes on important NPC/monster abilities or their relation to the overall story
Resolve issues between players

MAIN GOALS
Provide a good and interesting gaming experience for players

PAIN POINTS
Finding NPC and monster sheets sometimes takes too long
Updating monster sheets during combat can be tedious

NEEDS
Reduce management activities in gaming, focus on story-telling and action

STAKEHOLDERS
Players

COMPETENCIES

	Casual User						Power User
Casual User → Power User					X		
Proactive → Reactive	X						
Work in team → Lone Fighter			X				
Global focus → Local focus		X					
Innovative → Conservative		X					

3. User Experience Journey

Current User Experience Journey

Duration of the Journey: 40 min

Mindset

What is on the Persona's mind while taking the actions of their journey? How do they feel each step of the journey?

Finally, playing time again!	Ahh, they are entering the sewers … the classic!	And right into the trap!	Where's the monster sheets again?	I should hire someone to update the sheets…
I should have brought some beer		Next room – giant rats ☺	Damn, this battle takes ages…	Finally! They did it.

Actions

What actions and activities does the Persona take while going thru the journey to achieve their goal?

Pull out gaming material	Pull out the dungeon map	Takes not on player discussion with NPC	Let monsters start battle with players	Tell players about treasures
Rehash last evening to get players into the game again	Introduce NPC, let it warn players	Wait for players to take action	Calculate trap damage	Update monster sheets / Proceed to next dungeon level

Touch points

What touch points does the Persona have? (Tools, channels, devices, conversations, and so on.)

Living Room	NPC sheets	Pen	Dice
Dungeon maps	Players	Rule book	Rubber

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4. App Mockups
4.1. Master List + Info Details

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← Game Master Characters (4)   Contact

Search	🔍 🔄

Old Sewer Dweller   **30**
                                         Hit Points
Baldur's Gate Sewers   Friendly
Entry Hall

Giant Sewer-Rat 1   **10**
                                         Hit Points
Baldur's Gate Sewers   Hostile
Level 1

Giant Sewer-Rat 2   **10**
                                         Hit Points
Baldur's Gate Sewers   Hostile
Level 1

Giant Sewer-Rat 3   **10**
                                         Hit Points
Baldur's Gate Sewers   Hostile
Level 1

Giant Sewer-Rat 1   **10**
                                         Hit Points (Current)
Location: Baldur's Gate Sewers   Hostile
Room: Level 1

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Size:	Medium
Type:	Animal
Hit Points (Max.):	10
Speed:	40 ft
Attack:	1d6-2 (bite)
Special Qualities:	Disease (Incubation 2d4 hours)

                                    Edit   Add Note

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4.2. Master List + Treasure Details

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Giant Sewer-Rat 1   **10**
                                            Hit Points (Current)
Location: Baldur's Gate Sewers   Hostile
Room: Level 1

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Description	Quantity
Gold	40
Rat Fur	1

Edit   Add Note

5. App Screenshots
5.1. Master List + Info Details

Game Master Characters		Character Details	

Game Master Characters

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Giant Sewer Rat 3	10
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Character Details

Giant Sewer Rat 1 10 Hitpoints

Baldur's Gate Sewers Hostile

Level 1

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Edit   Add Note

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Character Details

Giant Sewer Rat 1 — 10 Hitpoints

Baldur's Gate Sewers — Hostile

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