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# **CHARACTER PLANNING APPLICATION FOR RPG-s**

ICD0024 Home Project

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## **Declaration of originality**

I ensure that I have created the following document independently and it has not been previously submitted by an another.

Kristjan Kaljuvee

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# 1 Overview

## 1.1 Problem analysis

I play many videogames, including a Role-Playing Games, RPG-s for short. One of the standout mechanics of the RPG genre of games is that the playable character's skillset and appearance is not defined by the developers, rather the player can customize these aspects as the game goes on. This not only allows players to approach the game's other mechanics from a variety of angles, but also experience and mold a different story for each character. Typically, a player creates the character organically as they play, but an experienced player can plan out the character beforehand, involving aspects like a predefined playstyle, appearance, even a fictional background, etc.

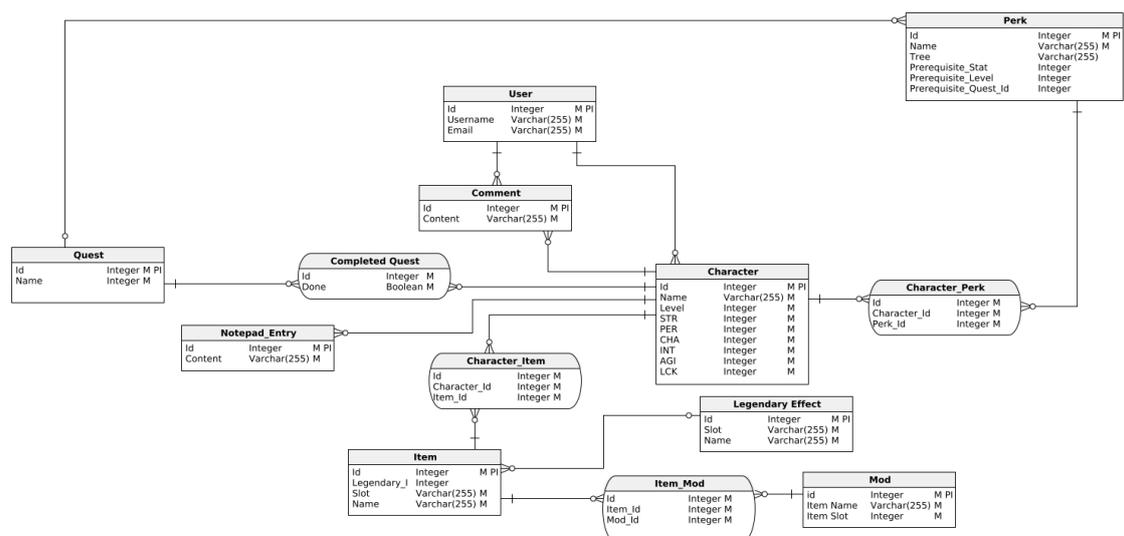
Because of these possibilities, the character creation aspect is involved in a substantial portion of the discussion of these games online. This is achieved through varied means. Character background and statistics could be shared as text and visual appearance as images. There even exist spreadsheets and websites that allow players to calculate the character's statistics. Yet, if one wanted to share an in-depth overview that involved all these aspects, the means generally don't exist. Talented creators do create videos that can involve the visual appearance of characters, showcase the possible playstyle as well as detail the statistics and background of the character, but this solution is too time consuming and requires decent editing skill.

Thus, the purpose of this application is to allow for the creation and sharing of these types of RPG characters, at least for one game, but ideally for several. The game that has been chosen for initial implementation is Fallout 4 due to the greatest familiarity with this particular title.

## 1.2 Basic functionalities

- It should be possible to create a character according to the game’s mechanics. Within Fallout 4, this means that the player gets to detail the starting statistics and mimic the character leveling up, which means adding additional abilities to the character.
- Additionally, the user should be able to upload the character’s picture and include a backstory.
- It should be possible to add items such as armor and weapons to the character.
- It should be possible to track progress as the game goes on, involving aspects such as completed tasks and collected items. This feature also incorporates note taking.
- It should be possible to easily share the character and allow other users to leave comments for the character.

## 1.3 Figure 1: Initial database schema



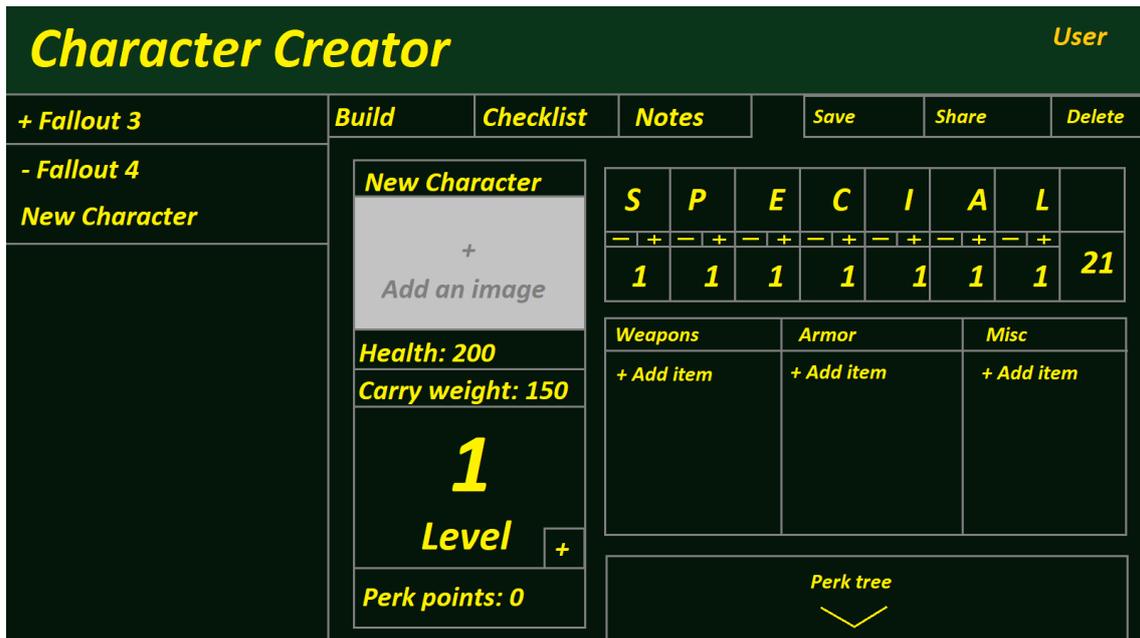
## 1.4 Further development

As there are many RPG-s, this type of application could be developed further to support them as well. It must be kept in mind that the initial database schema is intended to support a single game and its systems. If other games are wished to be supported, both database and code must be redone to keep the particularities of those games in mind.

## 1.5 Figure 2: Mockup of launch screen



1.6 Figure 3: Mockup of a fresh character creation screen



1.7 Figure 4: Mockup of a character creation screen with a finished character



1.8 Figure 5: Mockup of the checklist section



1.9 Figure 6: Mockup of a shared character

