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Scenario creator for in development RPG RetroCthulhu

Distributed Systems project proposal

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Authors declaration of originality

I hereby certify that I am the sole author of this project proposal. All the used materials, references to the literature and the work of others have been referred to. This proposal has not been presented anywhere else.

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1. Introduction

RetroCthulhu is work in progress RPG inspired by tabletop pen and paper games such as Dungeons and Dragons[1] as well as out of the box tabletop games such as Arhkam Horror[2]. While the game itself is intended to be played online through the browser, initial development will rely heavily on in-person pen and paper sessions to figure out balancing and mechanics for the game.

The issue the author currently faces is the tedious job of creating new scenarios for playtesting as well as an unorganized feedback system where notes are left in shared Google Docs files or simply sent as messages through messaging apps. This has the added issue of stripping away all context from the feedback and playtesting sessions because specific game settings can not be correlated with given feedback.

This project aims to create a simple tool for gamemasters playtesting the game to create simple scenarios to follow when playtesting and also to leave additional comments while playing for future reference. This means the feedback can be correlated with and actual game session and will provide additional context for future refining of game mechanics.

This project will encompass creating different game entities such as characters, enemies, ships and planetary systems that can all then be integrated into a single game scenario which can then be references when playing the game using pen and paper. This removes the cumbersome process of writing everything out by hand and also gives a convenient way to leave comments about different aspects about the game while playing the game.

A gamemaster using this application will first create all the game pieces they need for the scenario, starting from creating a basic ruleset for his or her scenario. Then the gamemaster will create enemies to be used in the game, as well as a transport vessel and its armaments. The gamemaster will also create generic characters that can be further modified during playing the scenario. Finally the gamemaster will combine all these components together into a signle scenario description that can then be introduces to the players and given feedback on. The application will also provide a simple stat tracker for characters, weaponry, enemies and vessels as well as a turn counter.

Future development will allow for the creation of game sessions from scenarios which can also be used as a stat tracker while playing the game on pen and paper and eventually this project will develop into an actual scenario editor as part of the actual game for players to create their own custom scenarios for RetroCthulhu.

2. ERD Scheme

The following diagram shows the ERD schema that will be used in this project. It is to be noted that this scheme omits many-to-many joining tables where the joining table will contain no new information and is automatically generated by Entity Framework. AppUser is also not separately brought out as it is also provided by the framework.
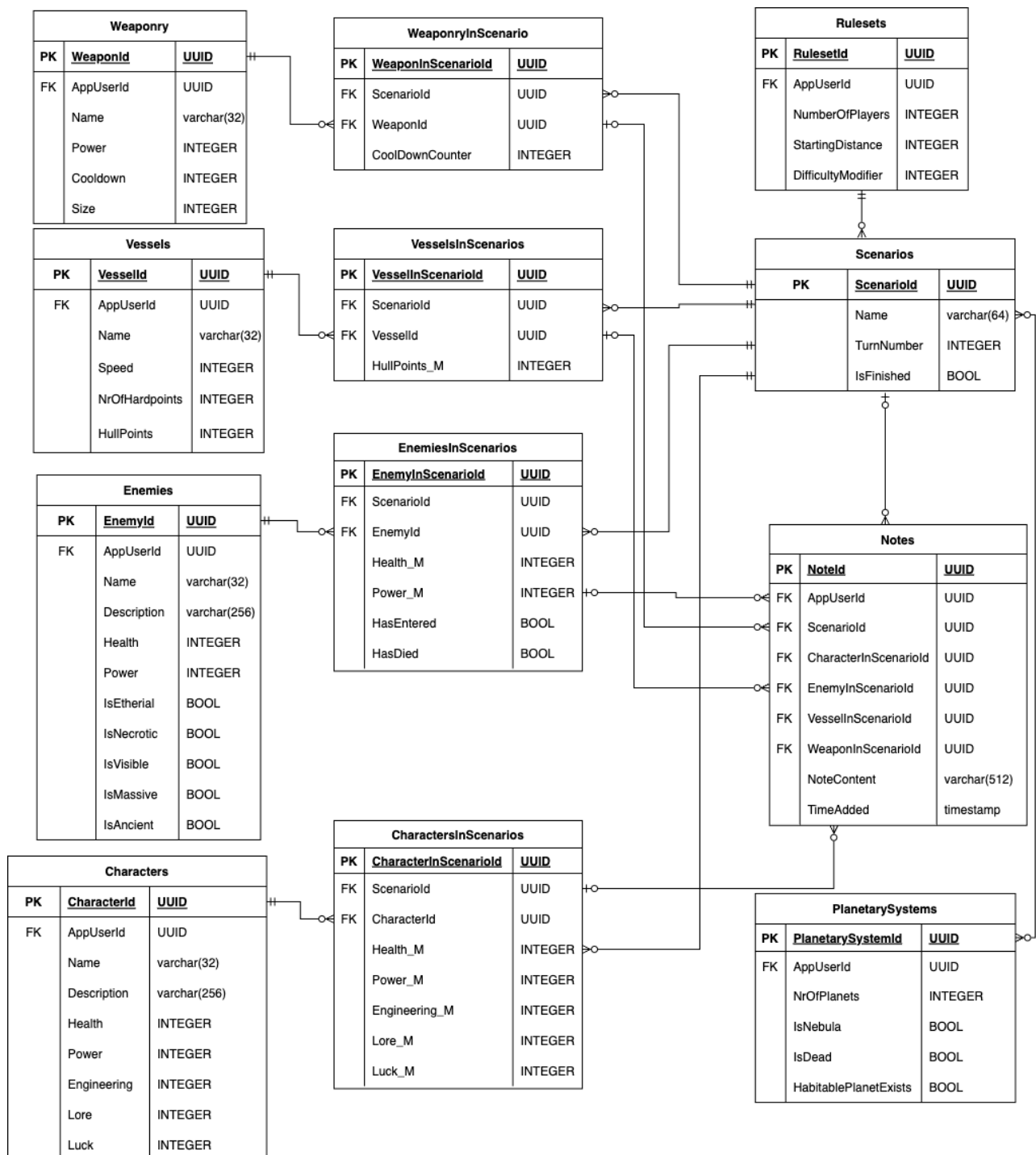

Figure 1: Database Schema

3. Client view

Client side application will be build using React/Typescript as a simple single-page-app with basic CRUD functionality. Most of the interactions on the page will be done using modals as a way of showing new information to the user.
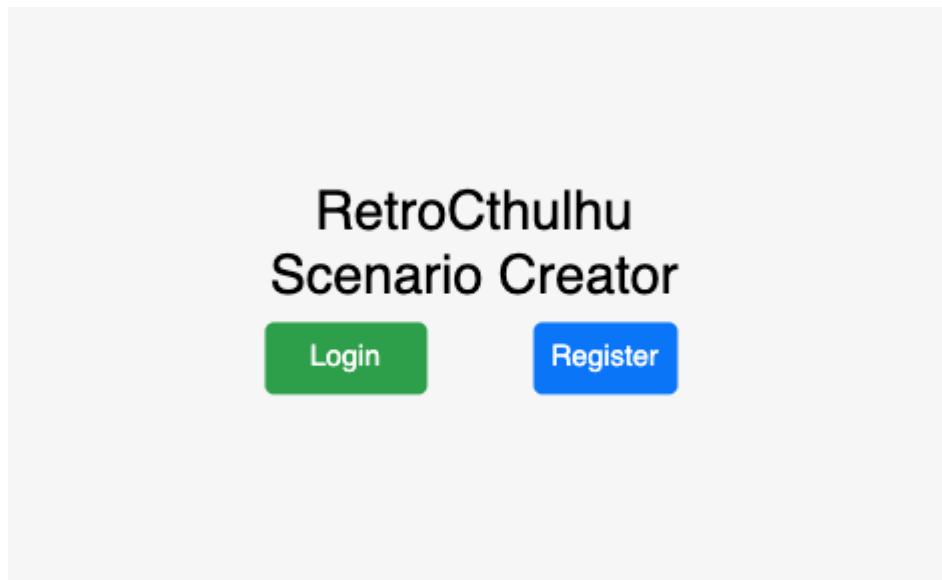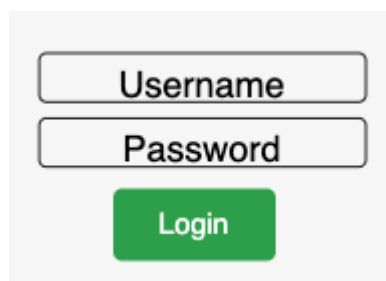

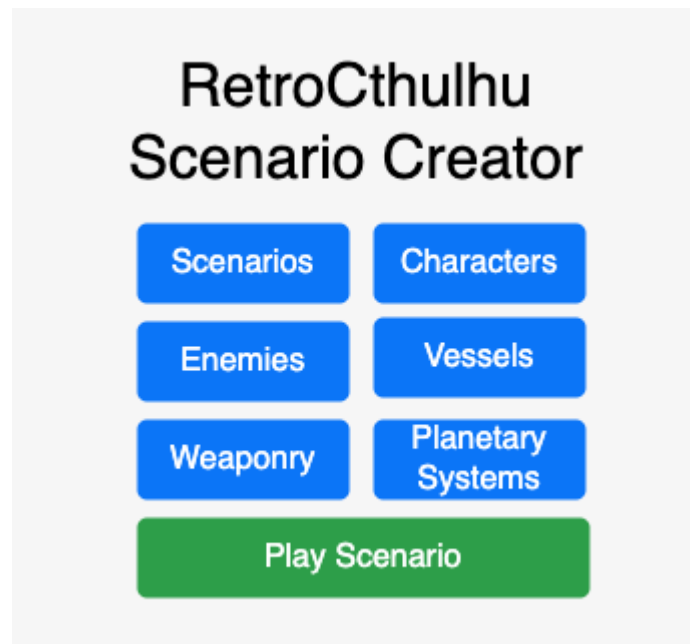*Figure 2: Landing page view*

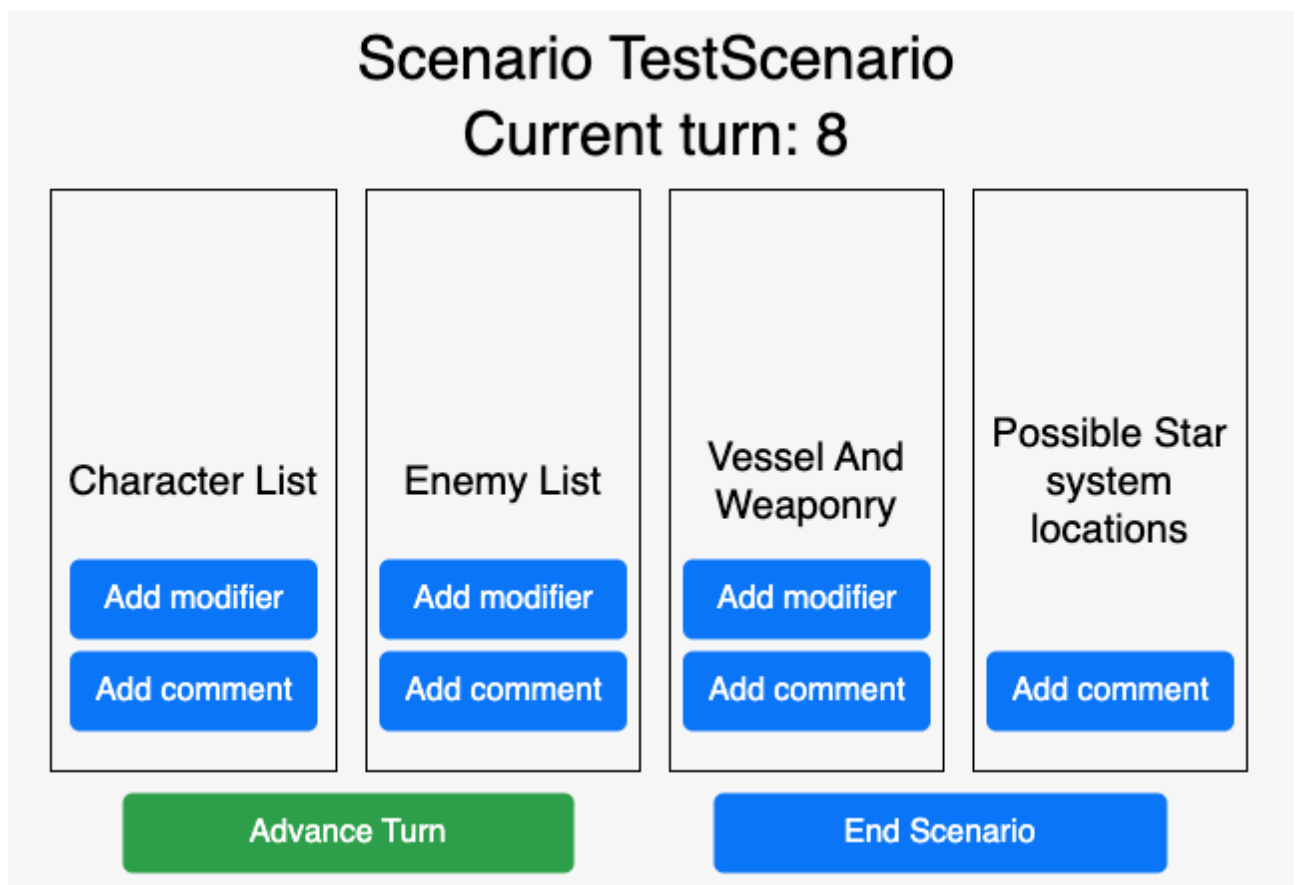*Figure 3: Login Modal*

Figure 4: Logged in view

Figure 5: Play scenario modal

References

[1]   "What is D&D", dnd.wizards.com, https://dnd.wizards.com/what-is-dnd
       (accessed 11.02.2023)

[2]   "Arkham Horror 3d Edition", fantasyflightgames.com,
       https://www.fantasyflightgames.com/en/products/arkham-horror-third-edition/
       (accessed 11.02.2023)