

RoboRoller: A Dungeon Master Assistant Tool

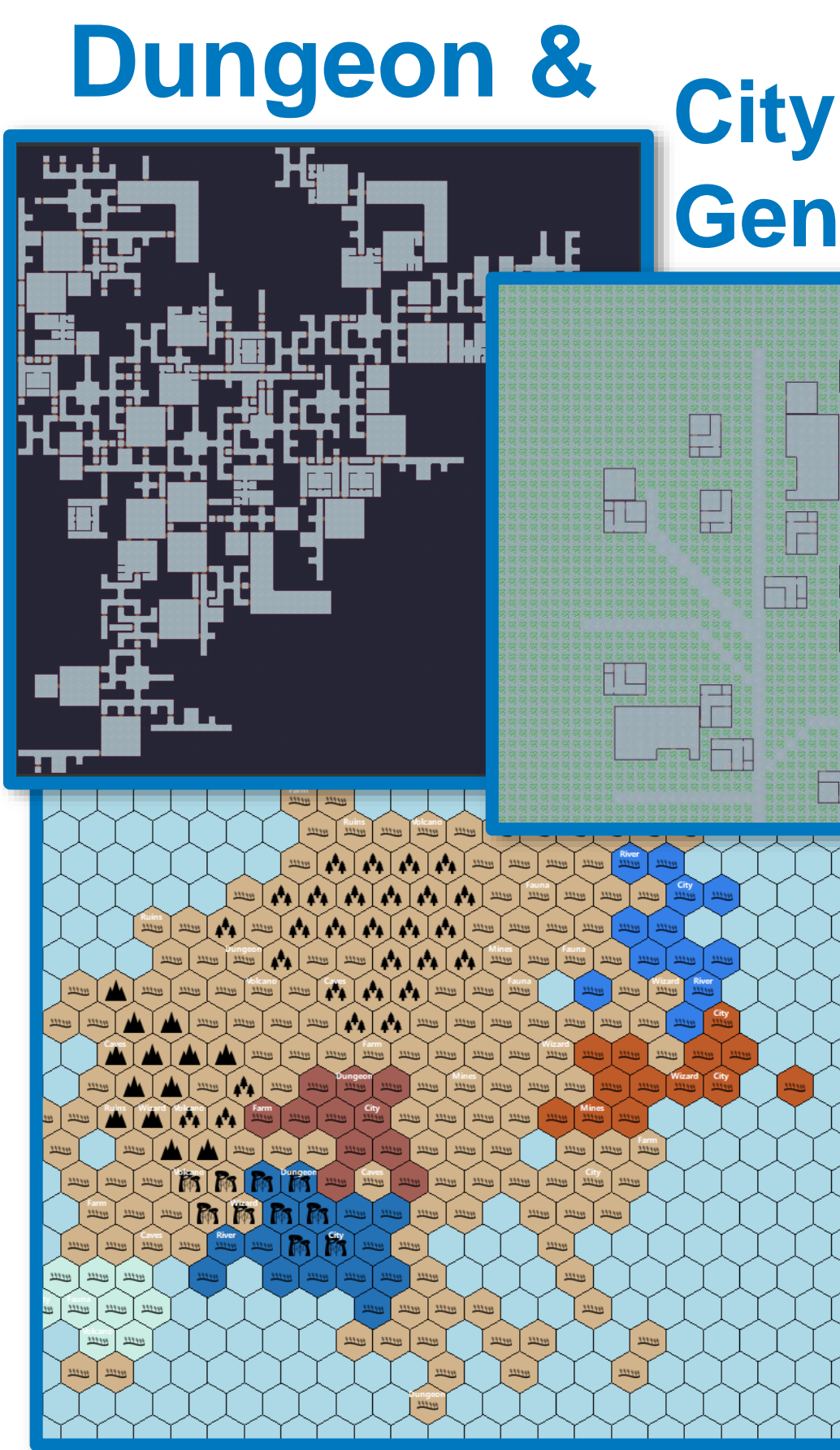
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Overview

Robo Rollers' purpose is to ease and assist the production workload of the Game Master in many TableTop Role-Playing Games (TTRPG).

Major Results

Project design goal met. Major Results as follow, consequence tied world interactions, NPC, Dungeon, City, and World generation into a single tool, additionally providing a time advancing functionality for the set world over time through quest generation and subsequent results.



NPC Generation

NPC	Kingdomid	Target	Impact	Time Until Completion
Jordan Armstrong	2	Economy (59)	3	3
Tomas Gilbert	4	Tile at (35, 26)	3	3
Tomas Gilbert	4	Tile at (34, 26)	2	4
Zayne Randolph	0	Economy (9)	2	6
Jordan Armstrong	2	Military (78)	3	6
Alex Black	2	Government (20)	5	10
Tomas Gilbert	4	Tile at (37, 27)	3	12
Derick Barnett	1	Tile at (37, 34)	3	12
Alex Black	3	Tile at (40, 21)	5	15

Kingdom Generator NPC Generator Quest

Generate

Name: Saenid Empire

Size: 28

Primary Race: Human

Terrain: Wetlands

Age: 1805

Population: 13160

Government Type: Oligarchy

Economy Strength: 27

Military Strength: 19

Government Strength: 80

Civilization Generation

←World Generation

Design Objectives

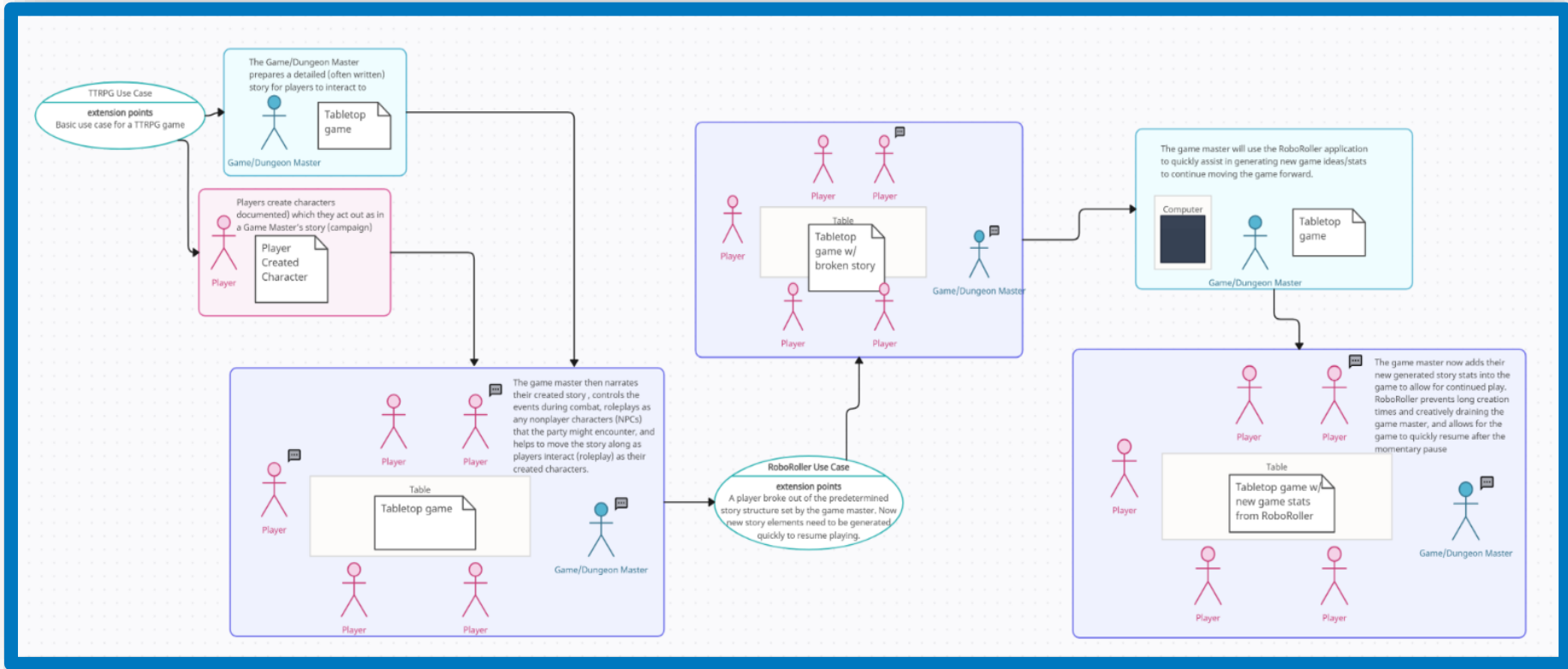
Through software implementation, Robo Roller handles World, NPC, Civilization, Quest, Dungeon and City generation, as well as use AI integration to elaborate quest hooks further if desired. Quests evolve the world, allowing dynamic world changes.

Marketing Requirement #	Description "Robo Roller must have the capability"
M1	To generate/edit a tile-based world, with tiles represented visually with hexagons.
M2	For World Tiles to possess land types, unique features, & civilization possession. All reflected visually.
M3	To generate/edit Non Player Characters (NPC) information.
M4	To generate/edit civilization information.
M5	To generate/edit dungeon layouts.
M7	To allow user(s) to advance time. Time progression system interoperable upon other RoboRoller generation features.

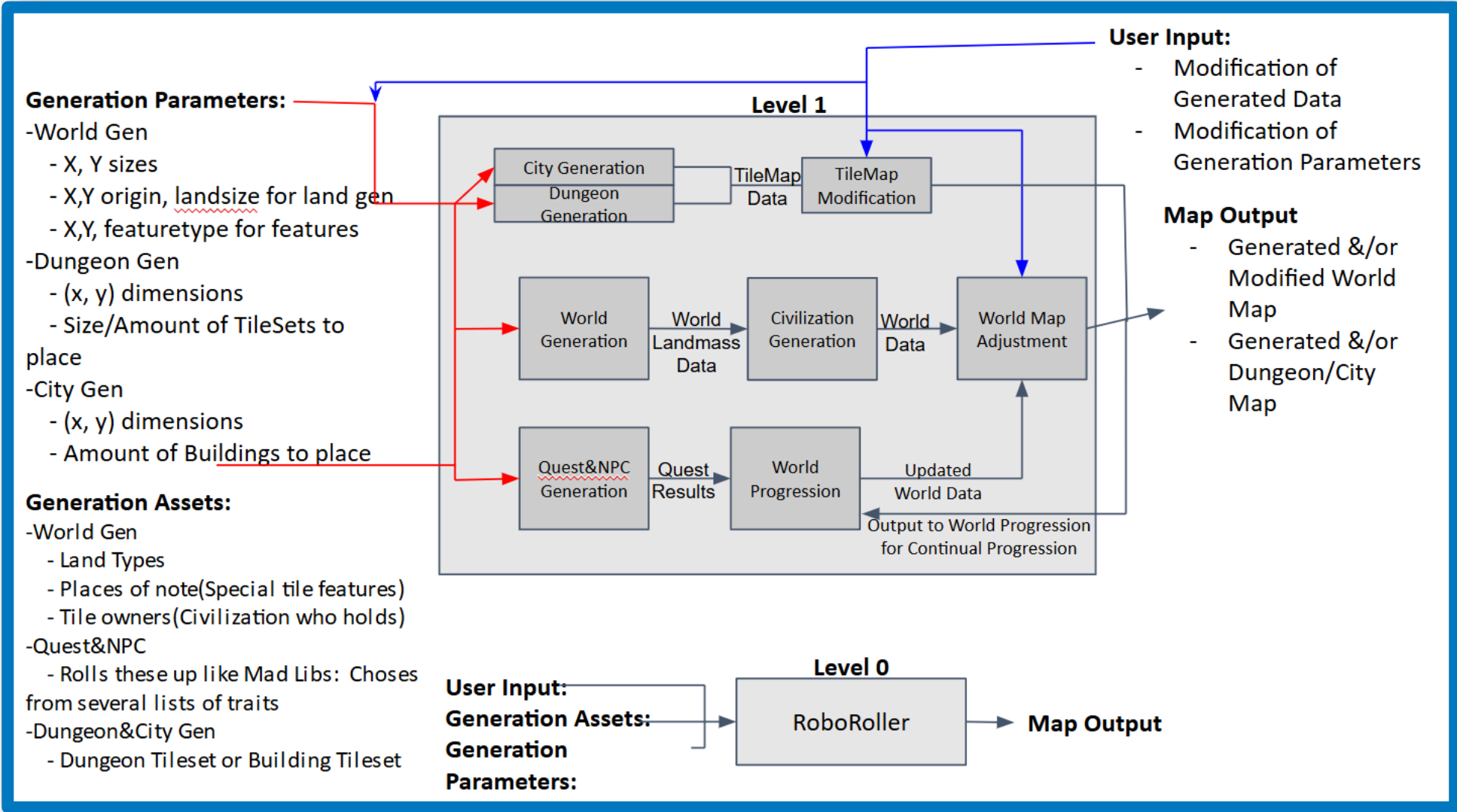
Conclusion & Future

- Robo Rollers completed the set design purpose to ease and assist the creative production workload of the Dungeon Master in TTRPGs.
- If future work continued, main areas of focus should be improvement of underlying generation systems and then further focus on user-centric and visual fidelity of the graphical components.

High-Level Narrative Approach



Robo Roller Functional Decomposition



Acknowledgements and References

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Reference located - https://docs.google.com/document/d/1KATWRCp3EjTtA2YjDwOxE6vBFEKlp67uHq421Wih_ng/edit?usp=sharing
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