The Dungeon Master's Dashboard

Ahmed Abu Zuraiq Helena Alvarenga Ryan Smith

Introduction and Company Domain Background



Dungeons & Dragons

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M. Duffer and R. Duffer. Chapter one: The vanishing of will byers. In Stranger Things. Netflix, Jul 2016. Season 1 - Episode 1.

An interactive and collaborative game where a narrator, aka Dungeon Master (DM), sets challenges for the players to overcome by role-playing as the characters they created

Characters

(players)



Character Attributes

- Abilities
- Armor Class (AC)
- Health Points (HP)
- Passive Perception (PP)
- Experience Points (Exp)

Character Abilities

- Strength
- Wisdom
- Intelligence
- Dexterity
- Constitution
- Charisma



Characters ~ (non-players)



Relationships

NPCs contribute to making the created world feel more alive, the players can interact with them and develop positive or negative relationships which impact interactions

www.dndbeyond.com/classes/barbarian

Monsters

Monster Attributes

- Challenge Rating (CR)
- Environment
- Туре
- Size
- Alignment
- Abilities

Monster Environment

- Arctic Grassland
- Coastal Mountain
 - Desert Underdark
 - Forest Underwater
 - Hill Urban
- Swamp

There are thousands of monsters!

www.https://www.dndbeyond.com/monsters/16779-ancient-copper-dragon

Roll the dice!



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Motivation



Armor Class 17 (natural armor)

Senses darkvision 60 ft, tremorsense 60 ft,

Skills Perception +6

Languages --Challenge 5 (1,800 XP)

ACTIONS

 STR
 DEX
 CON
 INT
 WIS
 CHA

 19 (+4)
 11 (+0)
 21 (+5)
 2 (-4)
 10 (+0)
 5 (-3)

Standing Leap. The bulette's long jump is up to 30 feet and its

high jump is up to 15 feet, with or without a running start.

Bite. Melee Weapon Attack: +7 to hit, reach \$ ft., one target. Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet

in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterit

saving throw (target's choice) or be knocked prone and take

14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of

the builties' space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the builette's space.

card how the the how and the offense of characteristic how garoot trees, cause landslifes in loose slopes, and larse sinkholes behind them. When vibrations in the soil and rock alert a bolter to movement, it shoots to the surface, its javes spread wide as a strateks. **Wandering Monster**. A bulktte ranges across temperate lands as trateks.

humanoids it comes across. These creatures dislike dwarf and elf flesh, although they often kill them before realizing what they are. A builtet loves halling most the most, and it is never happier than when chasing plump hallings across an open field. A bulette has no lair, but roams a hunting territory up to thirty miles wide. Its sole criterion for seritory is

up to unity unless wates his sofe criterion for errors in variability of food, and when it has easier everything in an area, a bulette moves on. These creatures often home in on humanoid settlements, terrorizing them until their panicked residents have fled, or until the bulette is slain. All creatures shun bulettes, which treat anything

that moves as food—even other predators and builtets builtets come together only to mate, resulting in a bloody act of claws and teeth that usually ends with the male's death and consumption. Arcane Greation. Some sages believe the builtets is the result of a mad witzard vegoriments at the test of a mad witzard vegoriments at the same of the same same same same same same infoisions of demons the Date test and the protoe test ince at different times, but after years without

a sighting, the creatures inevitably reappear. Because their young are almost never seen, some sages suspect that bulettes maintain secret nesting grounds from which adults strike out into the world.

https://www.boardgamequest.com/wp-content/up loads/2015/01/Bulette.jpg



http://www.chartgeek.com/wp-content/uploads/2014/04/game-of-thrones-family-tree.jpg



https://mykindofmeeple.com/wp-content/uploads /2022/07/official-dnd-5e-wotc.jpg.webp

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Methods and Implementation

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Methodology

Pre-Design Interviews

Conducted ~30 min interviews with 9 domain experts (DMs)

Technology

Dice Tracker, Party Tracker, Relationship Tracker

Vega Lite + Observable

Monster Shopper

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Customized of https://github.com/amnh-sciviz AI: Python/Keras/PCA/TSNE Vis: D3.js, OpenseaDragon







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✓ Before the game

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During the game

The Monster Shopper

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Environment 🗸	"The Demogorgon"	Giant	Large 8		+ ADD	~	-
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Alignment 🗸	Monster Manual	Humanoid	Medium 1/4		+ ADD	~	
Show Official Only 🗸 🗸	Aarakocra Simulacrum Storm King's Thunder	Humanoid	Medium 1/8	3	+ ADD	~	-
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	Aartuk Weedling Speljammer: Adventures in Space	Plant	Medium 2		+ ADD	~	=

https://www.dndbeyond.com/encounter-builder

The Monster Shopper



Visuals driven

Data driven

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Demo







The Party Tracker

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https://observablehq.com/d/f6c2e85a64d1bcf9#pack

The Character Relationship Tracker



The Dice Tracker





Demo



Limitations and Critiques

- Low complexity ceiling of Vega-Lite
- Lack of direct input capabilities in Observable
- Filter options and algorithm tuning for Monster Shopper
- Too many modules

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Future Work

User test

 Usability and utility testing with domain experts

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Integration With online RPG tools such as Roll20

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Dashboard Building

Combining all modules into one dashboard for easy access 04

Scaling for Flexibility

More customization options of the modules.

We plan to release our tools!

Thanks

Questions?

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The Monster Shopper Layout Algorithm

