



# Dungeons and Discourse A Dungeons and Dragons Messenger

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## What is Dungeons and Discourse?

Dungeons and Discourse is an application meant to be a complement to the popular role-playing game Dungeons and Dragons. It is a room-based messenger that you can use to run your gaming session while ensuring the Dungeon Master can stay informed and in control of the game.

## Technologies

Dungeons and Discourse makes use of a full-stack development paradigm which includes React, React Bootstrap, Node.js, Express, Socket.io, and Firebase. Dungeons and Discourse's database is hosted using Firebase's Realtime Database while the web hosting is done using Amazon Web Services.

Roll: 2D2 + 1D6 + 3D10 + 3D20

D2: 1 + 1

D6: 4

D10: 6 + 8 + 8

D20: 17 + 14 + 10

Mod: -5

Total: 64

## Your Unreliable Narrator:

In the ever-changing world we live in, we sought to create a new way to bring people together for one of our favorite pastimes; Dungeons and Dragons.



## Features:

- Chat
  - Our application allows for both private and group messaging between users
- Dice Rolling
  - Roll any of the most common dice types for DnD: Be it 2 d4, 1 d20, 100 d12s or a combination of all of them
  - A modifier can also be added or subtracted from the total for easy inclusion of stat bonuses
- Message Scrambling
  - Messages can be scrambled in order to simulate a language barrier, a noisy battlefield, or any other scenario where conversation may be hard to understand



ItFS Mi dZE BYZHxVkfFaa FaimpHGf

nbtn el isc dsheecthsiu esemrTan

sihT si hte bmarnuldcse ntceesne

This is the unscrambled sentence

- Emotes
  - Players can send emotes to help make their messages more expressive
  - A few of the emotes can be seen to the right

## Challenges:

Dungeons and Discourse had a tumultuous production history, changing technologies constantly to get the desired result. In the end, we did need to cut certain features like Eavesdropping. While we have the text scrambler fully functional, we plan to implement eavesdropping in full at a later time.

## Inspirations:

The inspiration for this project came directly from our lead's personal experience as a Dungeon Master for the game. We saw a need for an all-in-one service that performed various tabletop game related functions without the need of discord bots, learning complicated rules for dice rolling, and would not cause clutter in your existing messaging services.

## Future Plans

In the future, we plan to expand the functionality of the backend, including things like the ability to save gaming sessions and pass dice roll results between players. We also plan to finish the ability to Eavesdrop on other player's conversations