Character Generator



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User Actions

1. Introduction Screen
2. Enter parameters for system
    - Pre-chosen nodes
    - Genre and Sub Genre
    - Or choose a template for the above
3. Choose type of generation
    - Environment - generate a setting
    - Nature - generate a race or family group
    - Nurture - generate events
    - Full character - all three from an age range to another age range
4. Save or print data

Admin Actions

- Create/edit/delete Node
- Create/edit/delete Template
- Create/edit/delete controlled vocabulary
- View database problems

Structure

Nodes

- Node ID# (unique identifier)
- Group (How nodes are identified as groups)
    - Genre (fantasy, scifi, modern, historic - controlled vocabulary?) — Note - I'm thinking of having one table per genre as a way to reduce processing.
    - Sub-Genre (low/dark/high/post-apoc etc)
    - Type
        - Environment
        - Nature
        - Nurture
    - Sub-Type
        - Culture, Tech Level, Social, Political, Religious
        - Racial Genetics, Tribal Genetics, Family Genetics

        - Birth, Childhood, Adolescence, Adulthood, Middle Age, Old Age
- Sub-Group (for grouping of nodes that doesn't fit the above 4 identifiers, e.g. subgroups)
    - Name of sub-group
- Title (of this node)
- Description (What it does)
- Time (how long it takes to do)
- New (weighted chance of acquiring this node new)
- ++Inherit (weighted chance of acquiring this node from parents/family/society)++ Won't be bothering to implement this to begin with as templates and choosing nodes before random generation should cover it.
- Chance Changes (effects the weighting of other nodes)
    - List of Node IDs, Groups or Sub-Groups
    - List of weighting changes
- Effect Changes (effects the description of other nodes)
    - List of Node IDs, Groups or Sub-Groups
    - List of description changes
- Children (what having this node as a result means which other nodes are then used)
    - List of Node IDs, Groups or Sub-Groups

Templates

- Name of Template
- Genre
- Sub-Genre
- Pre-chosen nodes

From:
https://www.curufea.com/ - **Curufea's Homepage**

Permanent link:
https://www.curufea.com/doku.php?id=roleplaying:charactergenerator

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