Digital Product Development Journal:
Refine & Test

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Introduction

This document is recording the continued progress of the Fantasy Character Creator Toolkit.

Toolset & Workflow

Tools that were used during this week are:
- Clip Studio Paint for creating the toolkit
- Photoshop for converting the toolkit to a different software.
- Canva for documentation

What worked smoothly during the week is the drawing of all the dolls and all the customization options.

What did not go as smoothly is the organization of all the different customization options. due to the amount of them.

Progress Summary

The goal for this week is to create a second working prototype that is bigger than the first. Specifically, I wanted to get the male dolls done for this version.

I was also able to expand on the customization options for the characters.

So far, I would say this the Fantasy Character Creator Toolkit is about 75% finished.
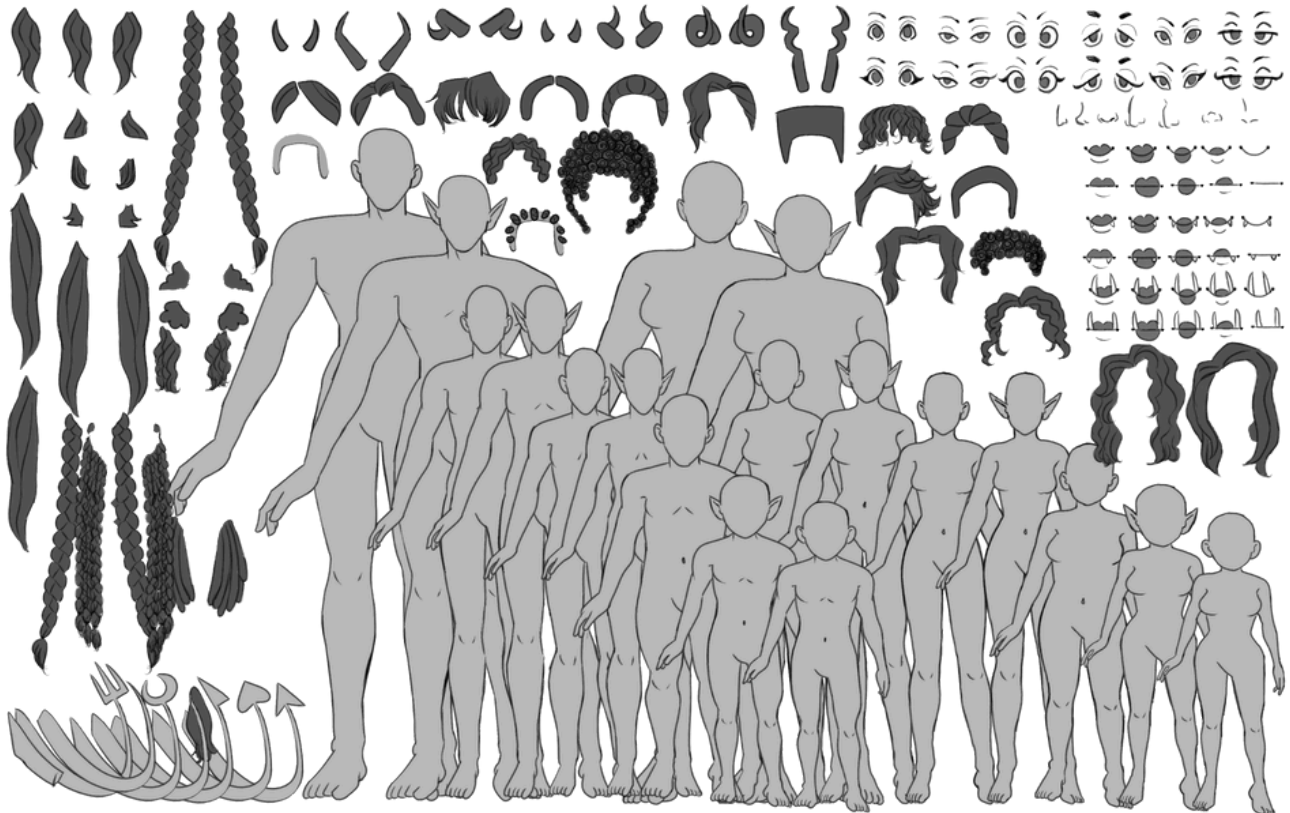
The combined doll sets, customization options at 1920x2000px at 300 DPI

Challenges & Solutions

An unexpected **challenge** that I faced is the organization of all the different customization parts in the composition of the Toolkit.

The dolls themselves take up a lot of room, even with them all tucked into each other. Then customization options surrounding the dolls just does not have enough room to be shown

For a solution to this issue, I came up with two different ideas:

My **first solution** is to expand the canvas of the composition into a bigger size.

- A **pro** to this idea is that it would give lots of room for options and for them all to be visible.
- A **con** is that this might create too much negative space. This is something to be aware of.

My **second solution** is to create a Clip Studio Paint file and Photoshop file for both the doll types available: male or female. Both files would have the same customization options.

- A **pro** to this idea is that it will make it easier to lay out all the options without too many files.
- A **con** of this idea might be that users might be a little peeved that there's not different options between the packs, but that is what we call equity folks!

In the end, I decided to use both these solutions by creating two different files at bigger sizes. While the canvas was at 1920x 1080px at 300DPI before, it is now at 3840x2160px at 300DPI.
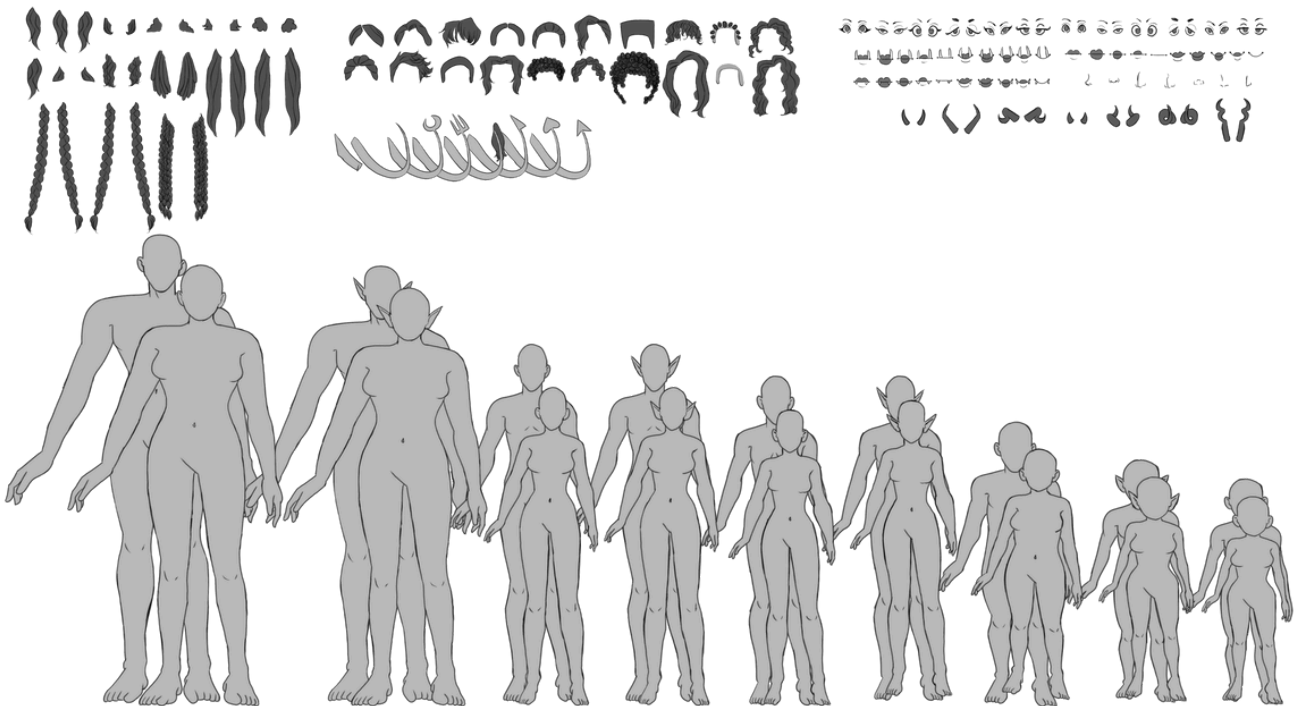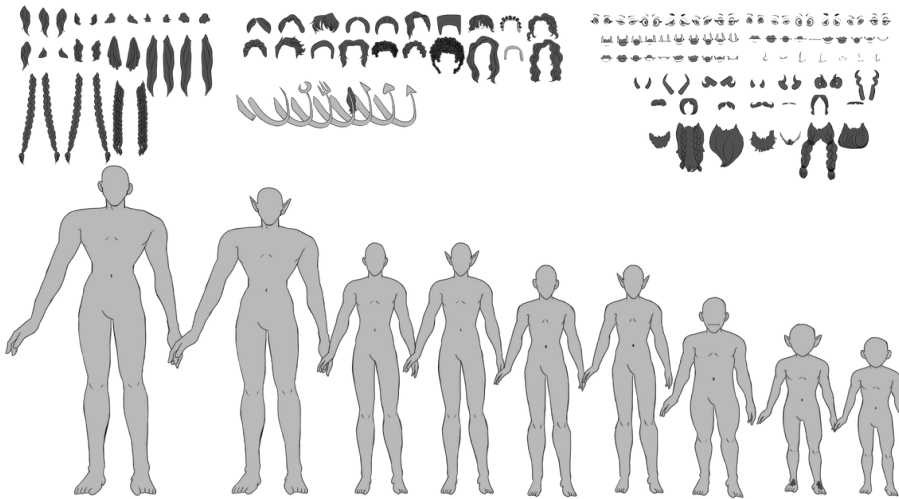
The combined doll sets, customization options at 3840x2190px at 300 DPI

A different **challenge** I faced was the clothes for the characters. While I had originally planned on including clothing, the same scaling method that will be used for the other parts cannot be applied to clothes.
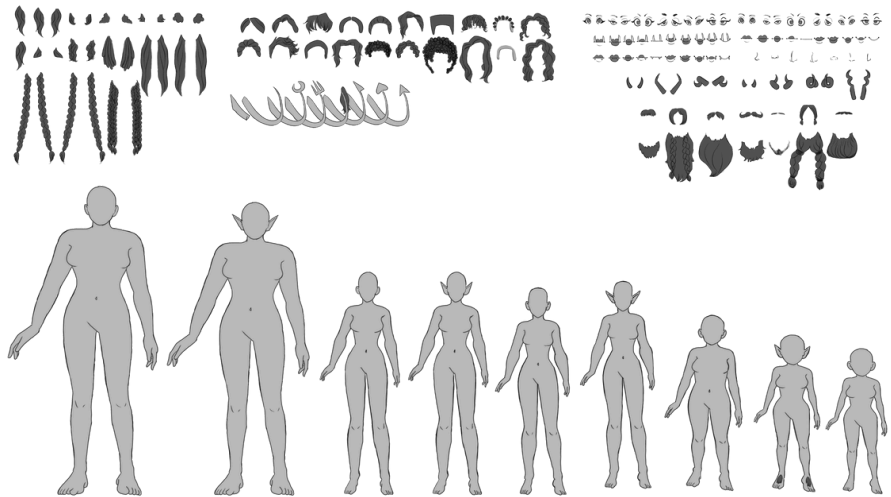

The female doll set

The male doll set

Unless I wanted to do something like chicken feed bags or boxes, there is not a good way to draw clothes on these where they are scale-able to the bodies. The clothes need to be drawn to fit the bodies of each character.

 Drawing garments for each body type would take longer than allotted for this project, so as a **pivot**, clothes will not be included. Perhaps in a future update to this product, I can add in clothes.
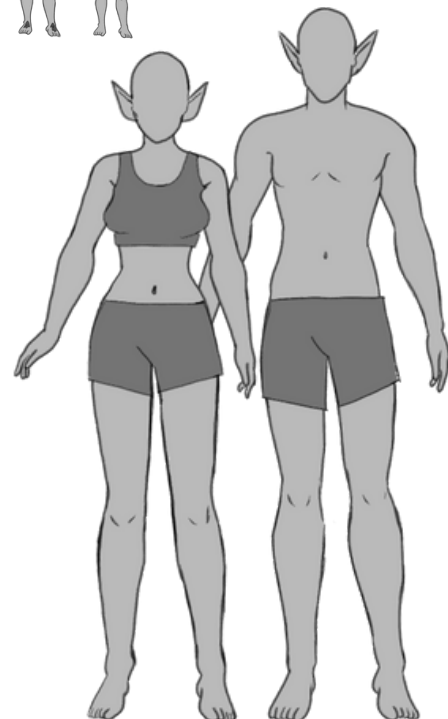
*The elf/tiefling 1 dolls in their underwear*

User Feedback

While I was not able to get a real user tester to test out the current prototype, I tested it out myself.

Just like the last prototype, I found that it works as intended but did find going through the layers to find exactly what item I am trying to move to be tedious.

Since there is still space in the composition, I will include a layer that labels all pieces, allowing the user to more easily find the layers they need.

Even though he is not familiar with using any digital art software, my brother is fan of DND and fantasy stories so I showed him the current phototype to get his feedback on the dolls and their authenticity to the fantasy races .

A note that he had is that this creator was lacking any beards or facial hair, which is something that every dwarf has, even the women. So I made sure to add in beards for both creators. Potentially, all the races could use the beards, but they were made with dwarven characters in mind.
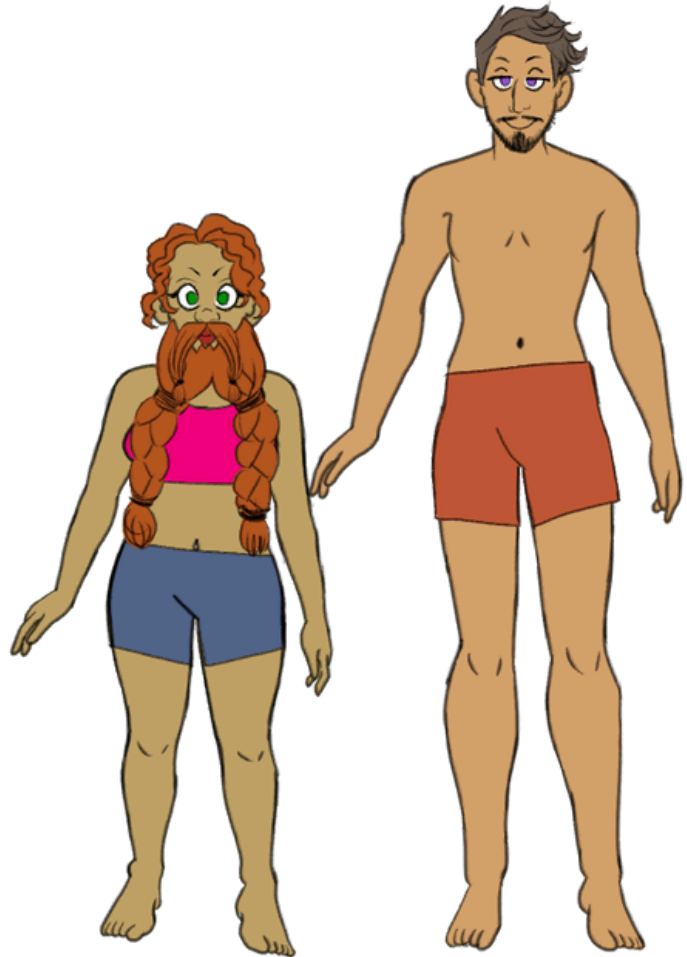
examples of two finished dolls featuring facial hair

Reflection

So far, I am making good progress with the character creator. What remains to be done before the Fantasy Character Creator Toolkit is ready for packaging is to add the guide layer. Or any customization expansions that I may think of adding or have suggested.

In the next week, I also plan to gather actual user testing feedback by sending my prototype to friends who are familiar with drawing software and DND to test it out.