

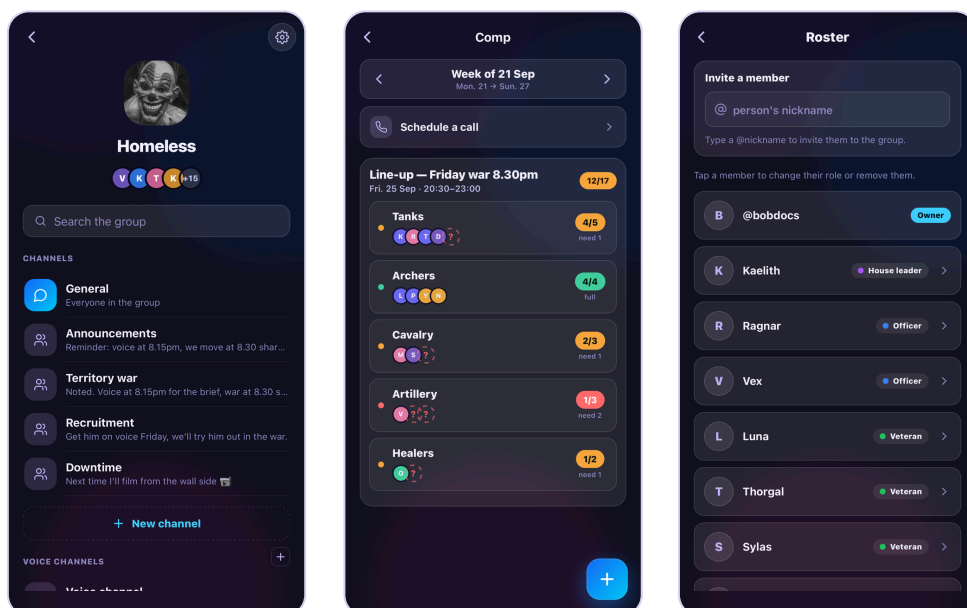


Bob Pro
bobpro.app

FOR A GUILD

Nineteen players, one line-up, no spreadsheet

The house, its channels, its roster and Friday's line-up. In one place — and you give nothing but a nickname.



Address

bobpro.app

Who for

Guilds, houses, squads, teams

Version

September 2026

Screens

Real captures from the app

About this document

What Bob Pro does today for a guild, screen by screen, and then what it does not do.

Every capture comes from the application itself, on a demonstration space: "Homeless", nineteen players, five ranks, five channels, three territory wars in the week and a line-up with seventeen slots. Nothing here is a mock-up.

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In short

One space for the house, divided into channels. Each person only enters the ones they belong to. You sign up under a nickname: **no phone number, no email address** — a player is a player, and should not have to hand over a civil identity to join a guild. Messages and calls are **end-to-end encrypted**.

1 The problem it solves

Seventeen slots to fill before Friday 8.30pm, and a spreadsheet nobody opens.

A house that runs territory wars lives on three tools at once: a chat server to talk, a shared spreadsheet for the line-up, and a voice room on the night. The result is that the line-up is up to date in the officer's head, not on a screen. On Friday you discover you are two artillery short.

And to join the house you are asked for an email address — by people who, precisely, play under a nickname.

What Bob Pro replaces

Today	With Bob Pro
A shared spreadsheet only two people maintain	A line-up in the app: every role has its count, and the gaps are red.
"Who's taking healer?" asked three nights running	1 / 2 on the screen. A player takes the slot themselves, unasked.
An announcement drowned in the general channel	An Announcements channel, a War channel, a Recruitment channel, a Downtime channel.
Friday's strategy, readable by the whole house	A channel closed to nine players. The others do not know it exists.
An email address required to sign up	A nickname, and that is all.
A player leaves the guild: they keep the history	You remove them: the group key is renewed, they read nothing new.

The point that matters most

A line-up is not a list of names: it is **a count per role**. Five tanks, four archers, three cavalry, three artillery, two healers. Until a tool counts role by role, it is no use on a Friday night.

2 Six principles

One space, several channels

The house is a single space. Inside: announcements, territory war, recruitment, downtime.

Everyone sees what concerns them

A channel is readable only by its members. The war channel is closed to nine players.

A nickname, nothing else

No number, no email, no address book harvested. The nickname is the login.

End-to-end encrypted

Messages and calls are encrypted on the device. Nobody but the recipients can read them.

The words of the game

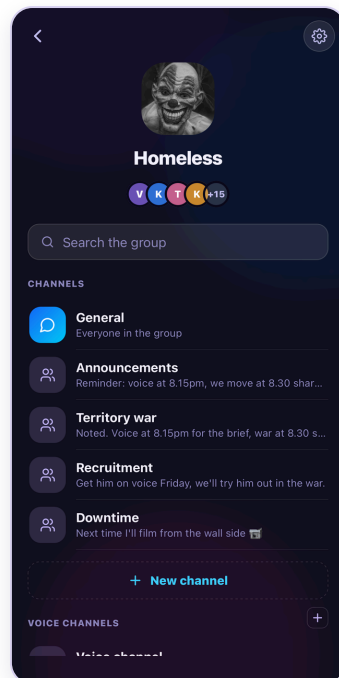
The app says "Roster", "Comp", "Wars & runs" — not "members", "schedule" and "events".

Ready in five minutes

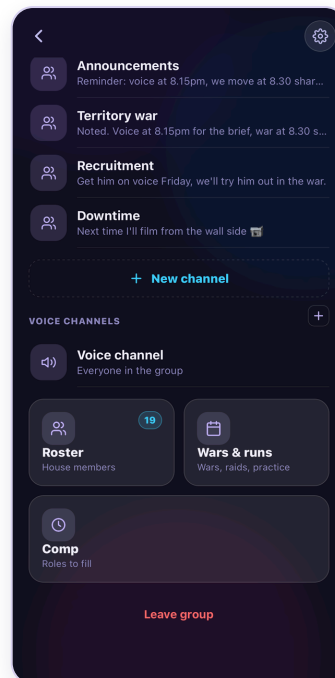
You pick the "Gaming" type: the channels, the ranks and the three tools are already there.

Three tools, and no gear

The "Gaming" type installs only what a guild uses: **Roster**, **Wars & runs** and **Comp**. No rooms or equipment to book — a house owns no van. The same screens, in a company, show four.



The house

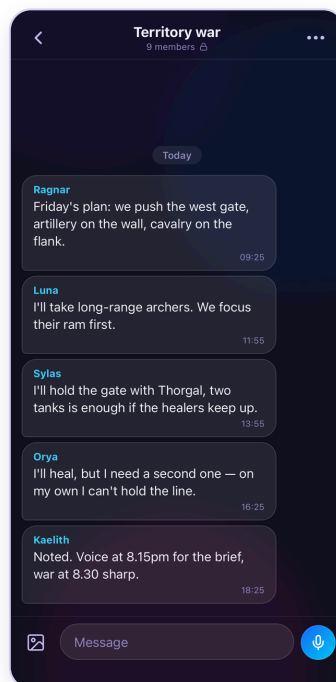


Five channels, three tools

3 The channels, and the closed one

Five channels, and the general one stops swallowing everything.

Channel	Who is in it	What is said there
General	All nineteen	The welcome, the reminders, the life of the house.
Announcements	House leader and officers	War dates, voice time, what the line-up is missing.
Territory war	Nine players	The plan: which gate, who holds the line, where the cavalry goes.
Recruitment	Officers and two recruits	Who we are looking for, who is on trial on Friday.
Downtime	Eight players	Clips, replays, the rest.



The war channel: nine players

A closed channel you cannot see

A player who is not in the war channel does not see it in their list — they do not even learn that it exists. This is not a display setting: the messages are encrypted for the channel's members, and their key does not open them. That is what lets you plan a strategy without handing it to a recruit who arrived yesterday.

Beside the written channels sits a **voice channel** you walk into and out of, without making anyone's phone ring — the 8.15pm voice, before moving out. And when you do want to make phones ring, **a call started from a channel rings all of its members**, encrypted with the group key: the brief reaches the nine, and only the nine.

4 The roster

Three levels of access only: **owner**, **manager**, **member**. On top of those, the ranks of the house, which you name yourself, with their colour.

House leader · Officer

Manager level.

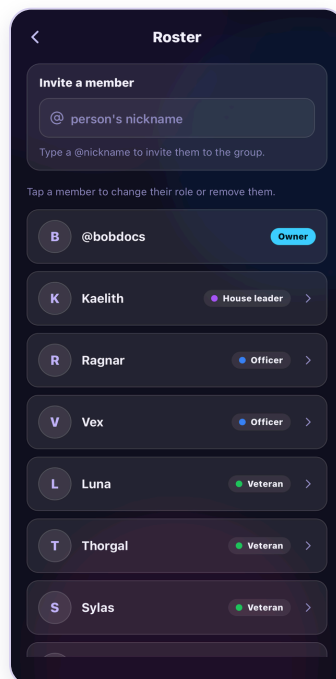
- Create and close channels
- Invite, remove, assign ranks
- Post the wars and build the line-up

Veteran · Member · Recruit

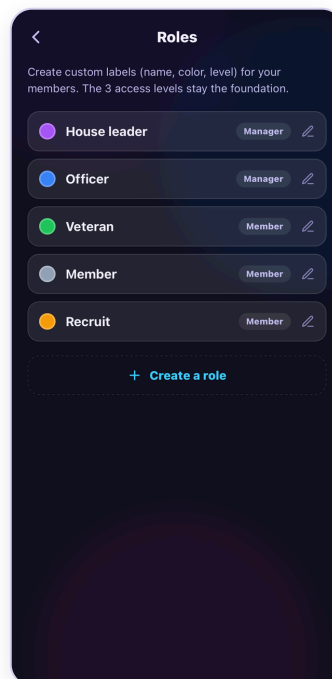
Member level.

- Read and write in their channels
- Mark themselves present for a war
- Take a slot in the line-up

Do not see the channels they are not in.



The rank sits next to the name



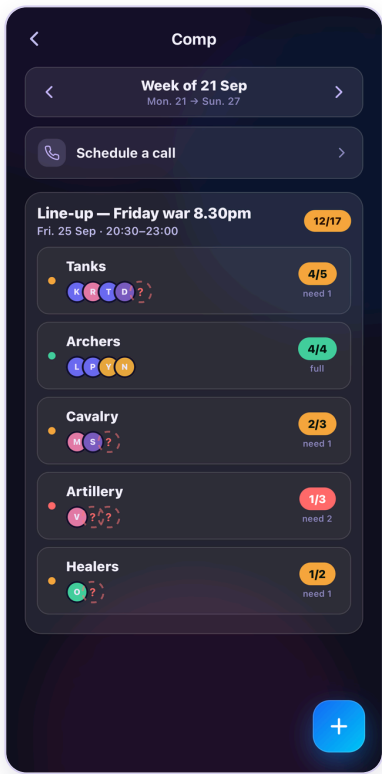
Ranks are yours to name and colour

Ranks are not decoration: "Recruit" is also the way in. You move someone from Recruit to Member in two taps, and their access follows.

5 The line-up, not a rota

This is the screen a guild installs the app for.

In a company the tool is called "Schedules" and covers shifts. In a house it is called **Comp** and does exactly the same job with the right words: a unit role, a number of slots, and what is missing.



Friday's war: 12 of 17

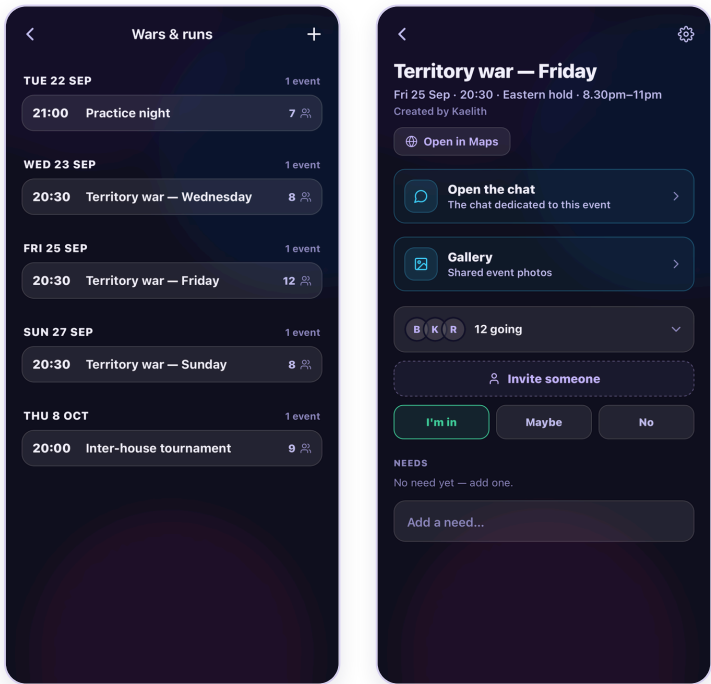
What you see	What it means
12/17	The count for the whole war, at the top of the card. It is the only number an officer looks at.
Archers 4/4 • full	The role has its count. Green dot.
Artillery 1/3 • need 2	Two players short. Red dot.
The round badges	The players already on that role, in order. A dotted circle is an empty slot.
Week of 21 Sep	You move a week at a time; a line-up that repeats is created once.

Why counting per role changes everything

"Twelve present" tells you nothing: twelve tanks do not win a war. What matters is that artillery is red at 1 of 3 on Wednesday — early enough to recruit, or to ask a veteran to switch unit.

6 The week's calendar

Three wars, a practice night, a tournament. Everything with a date in one place.



Five fixtures in the week

Friday's war: twelve going

An entry carries its place — here "Eastern hold · 8.30pm–11pm" — its time, who created it, and three answers: I'm in, maybe, no. It also opens **its own chat** and **its own gallery**, handy for keeping a war replay without cluttering the Downtime channel.

Presence and line-up are two different things

Saying "I'm in" for Friday's war is not the same as taking a slot in the line-up, and that is deliberate: first you know how many you will be, then you share the roles out. The two screens read side by side — twelve announced present, twelve slots taken out of seventeen.

7 Who sees what

Action	House leader	Officer	Veteran / Member / Recruit
Read and write in the general channel	✓	✓	✓
Read a channel you are not in	✗	✗	✗
Create a channel, choose its members	✓	✓	✗
Invite or remove a player	✓	✓	✗
Assign a rank	✓	✓	✗
Create a war or a practice	✓	✓	✗

Create a role in the line-up	✓	✓	✗
Take a slot, or drop it	✓	✓	✓
Answer a war	✓	✓	✓
Walk into the voice channel	✓	✓	✓
Call a channel, or one player	✓	✓	✓
Be removed from the house	✗	✓	✓

✓ yes · ✗ no. Access is set channel by channel, not by rank alone: an officer who was not added to Downtime does not read it either. The owner of the space cannot be removed by anyone.

8 Your data, and the encryption

What is encrypted, what is not, and what we do not know about you.

Data	Where it lives
Messages (text, images, voice notes)	End-to-end encrypted. The server only stores unreadable material.
Calls	End-to-end encrypted, one to one and for a whole channel alike.
War titles, needs	Encrypted with the entry's own key: only the people invited can read them.
Line-up roles, dates	Readable on the server: short labels and quantities, not content.
Your identity	A nickname. No number, no email, no imported address book.

What that means for a player

Joining a guild no longer means leaving an email address with a stranger. You are a nickname, you stay a nickname, and if the guild disbands there is no list of addresses lying around anywhere.

What encryption does not do

It protects the content, not the device and not the people. A screenshot is still a screenshot, and a bad actor you opened the war channel to reads everything said in it. The real setting is who you add.

9 Bob Pro and Discord, honestly

They are not the same tool, and pretending otherwise would waste your time.

On this	Discord	Bob Pro
Signing up	An email address, required.	A nickname, and nothing else.
Messages	Not end-to-end encrypted: the platform can read them.	End-to-end encrypted, images and voice notes included.
Voice	Excellent, at fifty, with screen sharing.	One voice channel per group. Fine for a handful, no screen sharing.
Big servers, bots, moderation	That is its job.	None of it. Bob Pro is not built for a community of a thousand.
The line-up	A bot, or a spreadsheet on the side.	A screen in the app, with the count per role.
On a phone	A desktop app carried over to mobile.	A mobile app, built for the phone.

How guilds actually use it

Many keep Discord for the evening voice and the wider community, and put **the core** on Bob Pro: the roster, the line-up, the calendar and the channels where decisions are made. That is a perfectly reasonable arrangement, and we will not pretend otherwise.

What Bob Pro does not do, plainly

- **No bots, no integrations.** Nothing plugs into a game, nothing reads a guild API.
- **No public server.** You get in by invitation, by nickname. That is deliberate — but it does not recruit for you.
- **No screen sharing, no streaming.**
- **No game statistics.** Bob Pro counts slots, not damage.

10 Up and running in five minutes

- 1 Install the app**
On the App Store or Google Play, "Bob Pro". Nothing to pay.
- 2 Choose a nickname**
No number, no email. The app tells you straight away whether it is free.
- 3 Put the backup key somewhere safe**
It is what lets you find your account again on another device. Nobody can regenerate it for you.
- 4 Create the group, "Gaming" type**
The channels, the ranks and the three tools arrive already set up.
- 5 Build the roster**
Officers first, by nickname or with the group's invite code. Ranks take two taps.
- 6 Post the first line-up**
The roles for the next war, with their slot counts. Tick the repeat: it comes back every week on its own.

The order that works best

The core first — house leader and officers — for a week and one war. Once the line-up has been used for real, the rest of the house follows without anyone having to be convinced.

The cost

Every feature is **free during the launch**, with no payment method to enter. The app says so itself: "PRO will become paid, you will be told — no surprise charge."

11 What we are building

With no date announced: we would rather ship than promise.

Group calls **SHIPPED**

A call started from the war channel rings its nine members — the 8.15pm brief, without having to ask for it. Encrypted with the group key.

Shared documents **IN PROGRESS**

A library per group: plans, map screenshots, house rules. With access set by rank.

Presence and "typing..." **SHIPPED**

You can see who is online and who is writing. Already in place.

Desktop dashboard **SHIPPED**

For officers: line-up, calendar and roster from a browser, with the backup key as the login.

Talking to us

By email

contact@bobpro.app

Seeing the app in motion

bobpro.app/en/videos.html — the getting-started film, in English.

Prepared in September 2026 from the version in production. The captures come from a demonstration space; no real person's data appears in them.