For my capstone 1, I will be making a random item generator using the Dungeons and Dragons item API. The goal this site will be designed to achieve is to help people randomize items for their DnD campaigns if they don’t feel like looking through the entire list themselves. The demographic of my users will be people who play DnD, most people who DM (run) the games. The data the site will contain will be pulled from the official DnD 5e api and list all the categories of the items, from common to rare, as well as magical and non-magical, and what type of item, like a piece of clothing, or jewelry, or a weapon. I think I will approach this project first by outlining what categories I’ll need to create functions for, as well as figuring out an easy to navigate UI. Issues for the API may be trying to collect all the correct information since there’s a lot of crossover in some of the categories. The app will only help with item rolling, but in the future, I would like to add in options for monster creation and NPC creation as well, using the same API.