CharacterSmith3.5e

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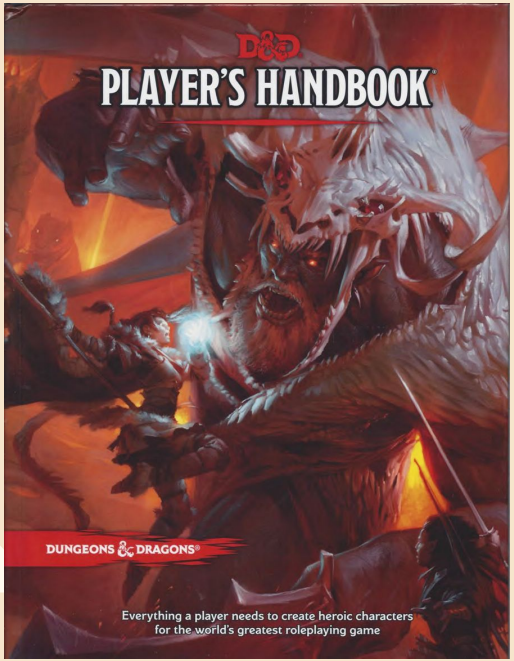
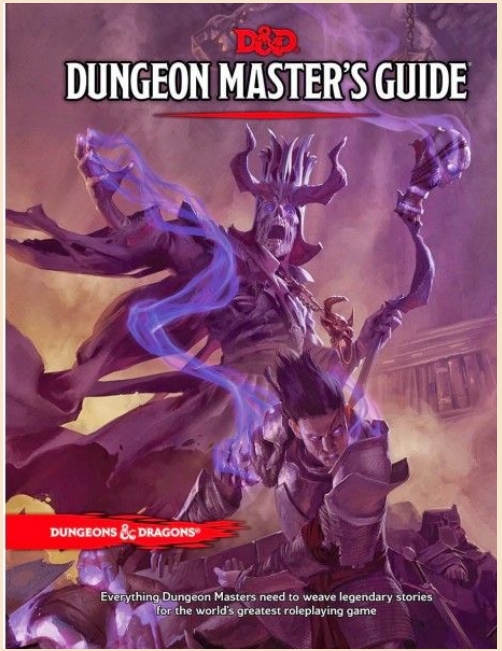
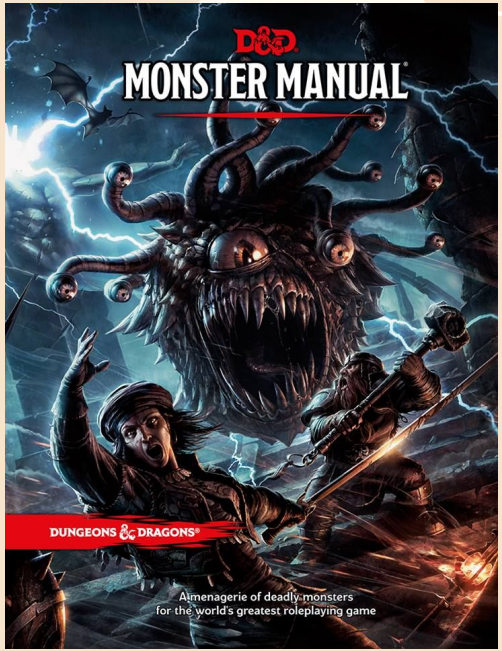
DUNGEONS & DRAGONS

What is Dungeons and Dragons?







Overview of D&D

- Tabletop Role-Playing game
- Evolved from wargames
- 1 “Dungeon Master”
- Several Players
- D&D 3.5e

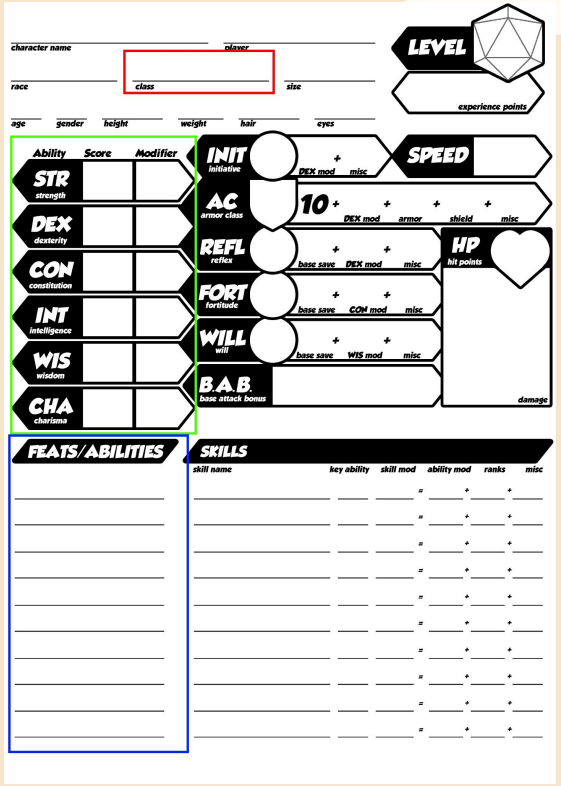
I want my character to climb the wall.
Okay, roll Athletics to see how well they do that.
I rolled a 19.
That's high enough. Your character successfully climbs the wall.
DM
Player

Concept

- CharacterSmith3.5e is a java applet which is designed to assist DMs and players of dungeons and dragons create and design characters.
- It will facilitate the character making process, by providing easy access to the different options which are available to players during character creation
- Will also users to randomize a majority of their character, so that DMs can create unique and new NPCs quickly and efficiently

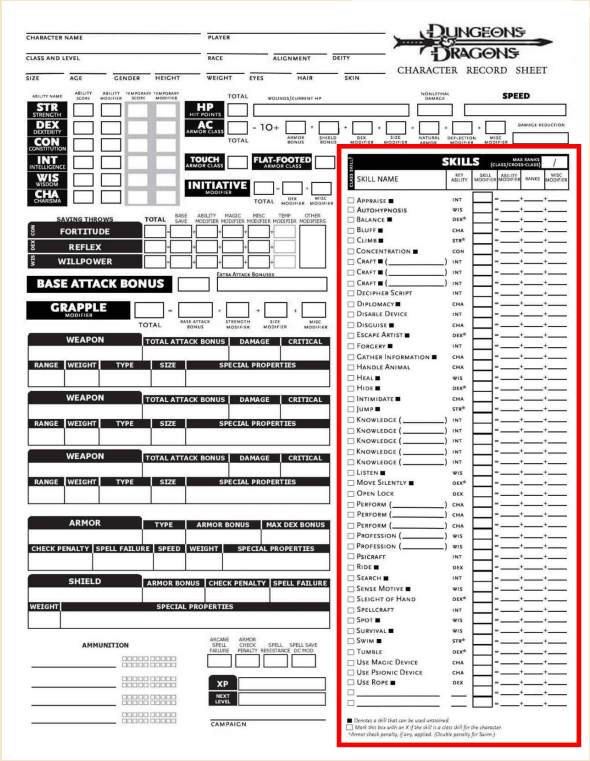
Functional Requirements

- Open character creation menu - begins the character creation process
- Pick character class - allows user to choose the class of their new character
- Pick character level - allows user to pick the level of new character
- Choose attribute - Will be used to allow user to assign different traits to their character such as ability scores, feats, class features etc.



Functional Requirements

- Randomize attribute - Allows user to cause an attribute to be selected randomly
- Level skills - Will assist character in leveling skills using skill points
- View final character - Allows the user to view the fully created character
- Export final character - exports the created character sheet to PDF

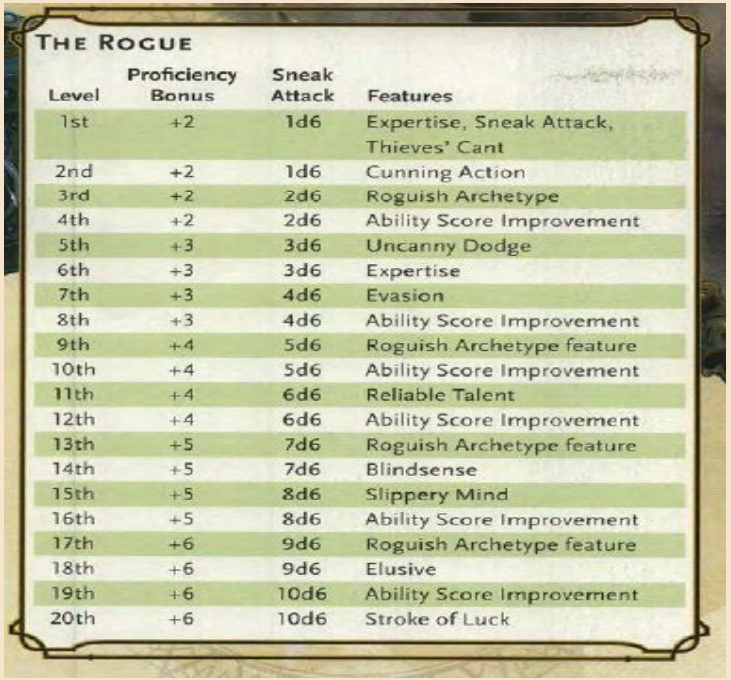


Non-Functional Requirements

- D&D class database - stores list of D&D classes and class features
- Playable species database - stores the different playable species for D&D as well as ability modifiers and species traits
- Stat generator - creates a stat block to be assigned to character

Non-Functional Requirements

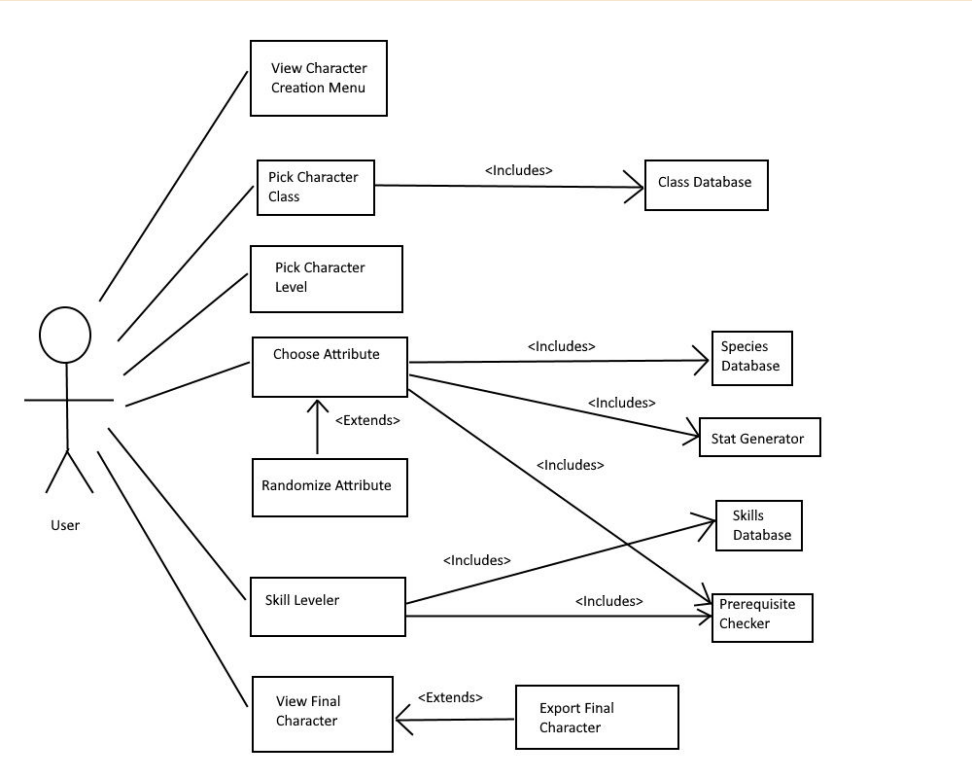
- Prerequisite Checker - checks to make sure that an assigned attribute meets the necessary prerequisites before being selected
- Character information storage - Stores information for character being created before exporting
- Skills database - stores list of skills and related abilities



The Rogue

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Use Cases and Use Case Diagram



System Constraints

- Using Java
- Plan on making it a downloaded applet
- Plan on using website to distribute

Evolutionary Features

Functional Requirements:

- Save character - allows created character to be saved in applet long term
- View saved characters - allows user to look through previously created characters

Non Functional Requirements:

- Saved character Database - stores previously made characters in the applet