Project Part 1

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Title: Kings and Creatures

Description: A Dungeons and Dragons-esque software that allows you to have an interface for playing the game. The users can create characters that are different races, these are associated with different classes in the game. Also the user can create enemies, move characters around using a UI, turn order and combat outcomes are decided by dice rolls of varying types (d6, d8, d12, d20)

Actors: Dungeon Master (admin), players

Functionality:
- Players can move their characters on a grid like map
  - Players have max move speed, distance is calculated as manhattan dist
- Dungeon Master can move enemies on map
- Join as admin/dungeon master button
- Join as player/user button
- Players can take notes
- Players can roll dice
- Players can initiate combat
- DM can initiate combat for enemies/npcs
- Inventory UI for players
- Enemy UI for Dungeon Master
- Skill list for players

Stretch Goal:
- Player communication
- Create your own map