

Cozy Caves

A D&D Dungeon Generator

Web Interface Module

Written By
Gideon Wilkins

Reviewed By
Diana Batoon
Naomi Parte

Implementation

Tools:

These are the tools that will be used to create the ui.

ReactJS

We will use the react.js framework to build the web user interface We will be using React as some members of the group are familiar with it and recommended it due to its simplicity and customizability.

JSX

This allows us to write html components within javascript, commonly used by react developers.

MUI

This is a component library for react, with many useful pre-existing components. We will be using MUI as some members of the group are familiar with it and recommended it due to its simplicity and customizability.

Styling:

A hybrid approach will be used, where a css file will be used to style components that are used frequently and inline styling will be used in one of cases or where minimal styling is required.

Page elements:

Homepage:

This will have the navbar at the top, a description of the site in the middle of the page and two buttons:

- Generate
 - Clicking this will take you to a page with options for how a dungeon should be generated.
- Join
 - This will open a pop up to enter some kind of code to join an existing session.

Map page

- The navbar
 - Contain the logo, and title Cozy Caves (clicking either takes you back to home page)
- The toolbar/options menu
 - This will contain various options and tools
 - A generate button to create new map
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- The Map viewer canvas

DM View Vs Player View

The difference between the dm view and the player is something to consider.

DM View:

The DM will have extra options that the players will not have, we will have to think about how to show this information.

- Must be able to see the entire map
- Choose what players can see, e.g. control fog of war
- See information about rooms, items, props etc

Player view:

The players will have a fairly basic view, with only some information available.

- See certain areas of the map