

## CSCD488 Task 6 Team 6

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The user must be able to start the program (All)

The user must be able to end the program (All)

There must be a feature to create a new item. This item must have a name, type, and description. This feature should be a button in the item list UI (U2)

There must be a feature to add traits to an item. This feature must allow traits both commonly used in TTRPG standards while also allowing custom item traits (U2)

There must be a feature to save an item to a database. This feature should be a button in the item's UI (U3)

There must be a feature to display the items in the database (U6)

There must be a feature to search for an item in the database. This feature must be able search based on name. This feature must be able to search based on item type. This feature should be a search bar on the top of the items list (U3)

There must be a feature to load an item from the database. This feature should be a button in-line with the item in the items list (U6)

There must be a feature to delete an item from the database. This feature must require confirmation that the user wants to delete the item. This feature should be a button in the item's UI (U4)

There must be a feature to export an item to a pdf. The exported pdf must be readable by humans. The exported pdf should be in a consistent format to all other items. This feature should be a button in the item's UI (U5/11)

There must be a feature to create art for the item. This feature must create pixel Art. This feature must be able to use multiple colors. This feature should have its own portion of the item UI dedicated to it (U1)

There must be a feature to edit the art for an item. This feature should be a button in the item's UI in the item art section (U8/9)

There must be a feature to change the grid size of the art. This feature should have built-in options for ease of access, while allowing custom grid sizes (U7/10)