

Prezentare 1

Calcul Mobil

DnD Character Creator

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Arhitectura aplicatiei

1. Frontend (Android-Specific UI)

- **Jetpack Compose** for UI components
- **Screens:**
 - Character Screen
 - Inventory Screen
 - Spell Management Screen
- **Components:**
 - Character Stats Display
 - Ability Score Roll/Selection
 - Equipment & Inventory List
 - Spell Selection & Management

2. ViewModel Layer

- **CharacterViewModel** (Handles character state & updates)
- **Sends events** to business logic
- **Observes state** for UI updates

3. Shared Business Logic (Kotlin Multiplatform - KMP)

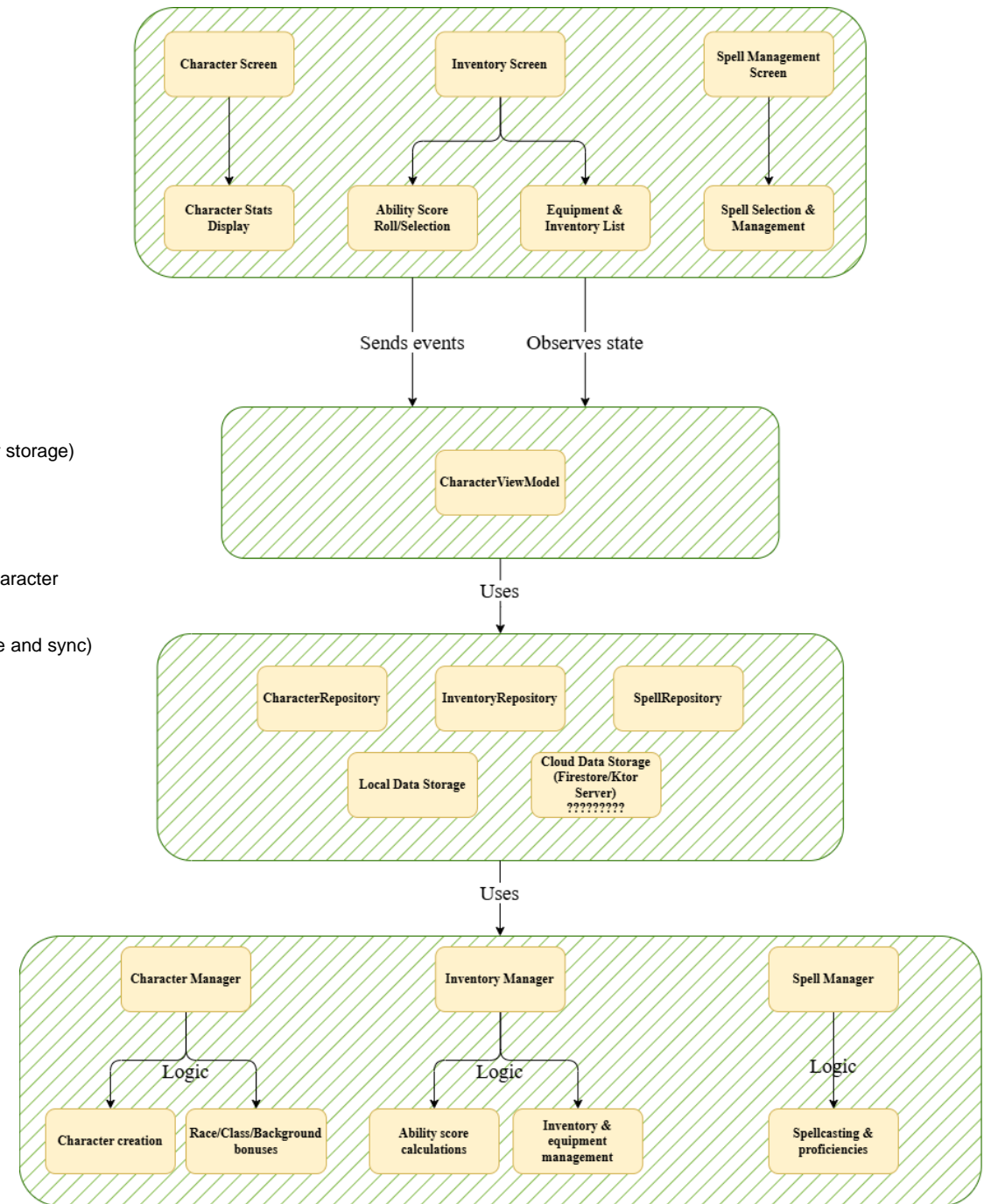
- **Handles core logic for:**
 - Character creation
 - Race/Class/Background bonuses
 - Ability score calculations
 - Inventory & equipment management
 - Spellcasting & proficiencies
- **Uses repositories for data management**

4. Data Layer (Persistence & Cloud Sync)

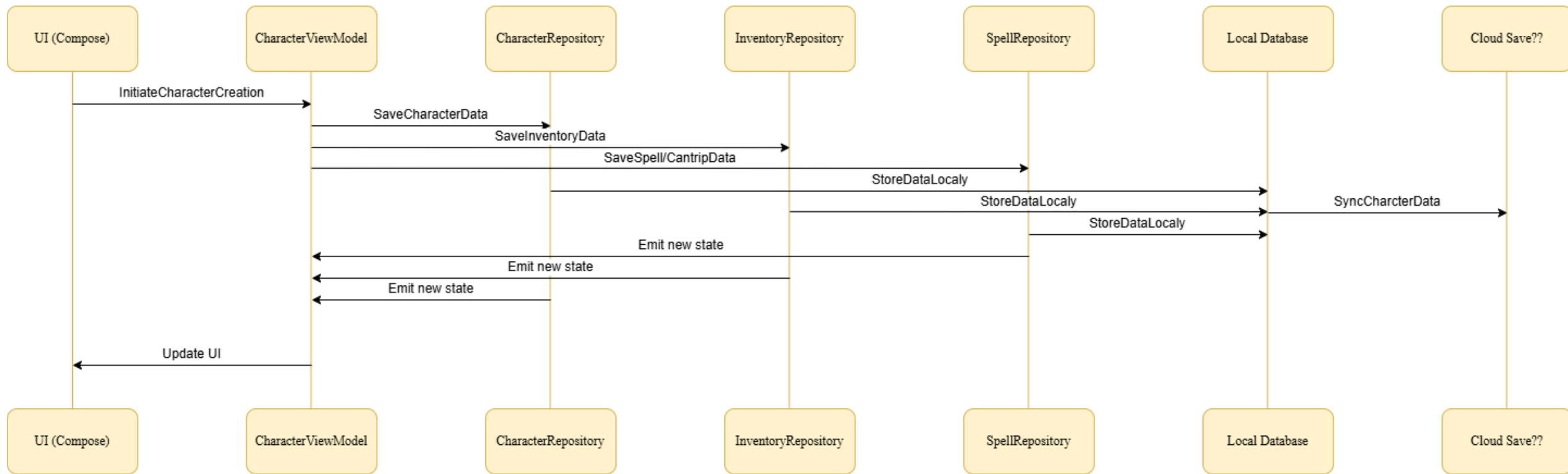
- **Repositories:**
 - CharacterRepository
 - InventoryRepository
 - SpellRepository
- **Uses:**
 - **SQLDelight** (Local SQLite database for character storage)
 - **Ktor (optional)** (For cloud save functionality)

5. Cloud Save (Optional - Character Backup & Sync)

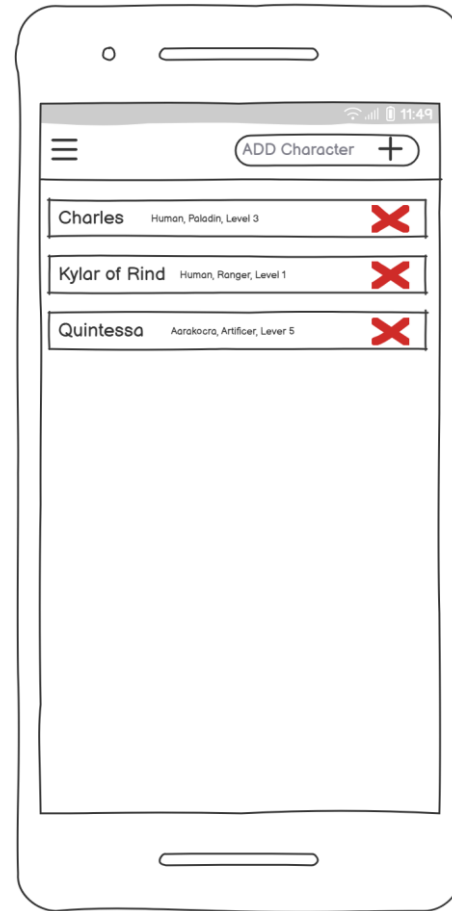
- **Firebase** (Firestore/Realtime Database for cloud-based character backups)
- **Ktor Server (Optional)** (Custom backend for cloud storage and sync)



Use Case pentru crearea unui caracter



Mock-up-uri



Home page

Mock-up-uri

Background →

Name: _____

Alignment:

	Lawful	Neutral	Chaotic
Good	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Neutral	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Evil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

← Basic Class →

Acolyte Insight, Religion

Anthropologist Insight, Religion

Archeologist History, Survival

Ashari Nature, plus your choice of Arcana or Survival

Athlete Acrobatics, Athletics

Azorius Functionary Insight, Intimidation

Black Fist Double Agent Deception, Intimidation

Boros Legionnaire Athletics, Intimidation

Caravan Specialist Animal Handling, Survival


City Watch Athletics, Intimidation

← Background Race →

Artificer

Masters of unlocking magic in everyday objects, artificers are supreme inventors. They see magic as a complex system waiting to be decode and controled.


Hit Die: d8
Primary ability : Intelligence



Barbarian

A fierce warrior of primitive background who can enter a battle rage.


Hit Die: d12
Primary ability : Strength



← Class Attributes →


Aarakocra

Dex +2, Wis +1
From below, aarakocra look much like large birds. only when they descend to roost on a branch or walk across the ground does their humanoid appearance reveal itself.



Aasimar

Cha +2
(Has Subraces)
Aasimar bear within their souls the light of heavens. They are descended from humans with a touch of the power of Mount Celestia.



← Race Finish !

Standard Array

Point Distribution

4d6 (remove lowest)

Custom Attributes

Character creation screens

Mock-up-uri



Character Menus