CSI3140
Assignment 1
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Dungeons and Dragons 3.5th edition is a tabletop roleplaying game published by Wizards of the Coast. The game involves creating fantasy characters in a (usually) magic-rich setting to explore a world created by a leader known as a game master. Dungeons and Dragons 3.5th edition (D&D 3.5e) is quite intimidating to new players because of the huge variety of choices that are available for creating characters. This web project is to be a basic design on a character creation aid for those players. It will be able to help new players through the character creation process by taking it step by step and providing standard recommendations.

Goal: Make D&D 3.5e character creation easier and streamlined for new players.

Intended users: All D&D 3.5e players, but especially new ones.

Scope and limitations: This sample website will include a subset of the core races, classes, and other features that are available in the open gaming license for D&D 3.5e. It will allow a user to browse different source material. They will also be able to create, save, update, and delete characters using that source material. A major limitation on this web project is the variability of the ruleset for D&D 3.5e. Since there are so many different exceptions to the standard rules, it is extremely difficult to make consistent instructions and webpage layouts and it cannot be easily expanded.

User Interface: The first thing that a user will see is the login screen. The user will be able to login or create a new account. Since we are only using html and CSS right now, clicking on the login button will automatically bring the user to the home screen.

Navigation bar
At the top of every page after logging in, there will be a header bar with navigation buttons. The home page of the website contains a list of all the user's created characters. The other buttons (character classes, feats, skills, equipment, spells) all lead to compendium pages regarding character creation for the user to read. The gameplay button on the right leads to a compendium page regarding game rules. The logout button returns them to the login page.

Compendium pages
All compendium pages will have a list of articles to read on the left side and, upon clicking the view button, the article will appear on the right side. Some pages have exceptions. The spells page has two filters for the class (cleric, wizard, or both) and the spell level (0 to 2 or anything) and will only include spells in the list that match those filters. The equipment page will have several nested article menus to split up the multitude of items. In the example page, the 'Weapons' section has been chosen, and the 'Simple weapons' subsection was chosen to reveal a list of all simple weapons available.

Home / Characters page
The home page will include a list of the user's created characters with their names, character classes, levels, experience, and, potentially, an image. There is also a button at the bottom of the list to create a new character. When the user clicks on the view button next to any character, they will be redirected to a screen to view and play as the character (not implemented yet). This view page will require the most client-side and server-side functionality because clicking on different buttons will do many different

things from rolling dice (generating random numbers) to adding experience. Once enough experience has been acquired, a level up button will become available.

Character creation / advancement (not implemented yet)
This part requires a series of tabs for the user to make all the choices involved in creating or leveling up a character. Depending on what character class is chosen, more tabs may appear to help them choose between some class specific features.

Client-side functionalities: One of the major functions that will be provided client side is the addition of a standard header bar to every page on the project using Javascript. I will also use Ajax to enhance the user interface by changing the information displayed in certain divs based on button presses. This will cut down on the clutter on some pages and will only show the information that the user wants to see.

Server-side functionalities: The major functions that will be provided server-side will be the data retrieval and manipulation when the user loads a character or saves changes to that character.