# **DNDFORME**

Analyse

# Introduction

This Document contains the information I will make for Semester 2: This is contained below:

- Project Description
- Requirements
- User cases

#### Reasoning

This document serves as a guide for my project and as the centre of information of valuable information. This will make sure I will always have a guideline to follow for the rules I made. It will also make my priority's clear so I can focus on the correct parts of the project.

Software engineering is an integral process where from a description a fitting program will be made. The most important part is the get clarification for the project to reach the desired result.

#### Who am I?

My name is Art Nooijen, a 23-year-old student. I am studying HBO-ICT Demand-based.

# Prototype

Prototype number	Date	Writer	Changes
Prototype 1	20-09-2022	Art Nooijen, A.T.G.	N.v.t

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### **Project description**

This application is meant to a place to lookup information on your Dungeon and Dragon campaign. Its there to keep track of items, gain information on a spell, and keep notes for the future. For the player it is meant as a source of information, you can look up what a spell does. You can look at a thing that involves your character.

#### Similar applications:

Roll20 <a href="https://roll20.net/welcome/">https://roll20.net/welcome/</a>
 Dndbeyond <a href="https://www.dndbeyond.com/">https://www.dndbeyond.com/</a>

# Requirements

I have setup some requirements for my application. There are three types: Functional, Non-functional, and technical requirements.

Functional requirements are requirements that relate to the user's ability to use the application and what it can do. Non-Functional requirements are removed from what the user can do with the system. The technical requirements are related to the technical aspects of the application like the database and the software that is used.

FR-01 The Dm must be able to lookup components for campaign.

FR-B-01 The user only has access to free content.

FR-K-01 The User gets the information formatted in a table for easy access.

FR-02 The User must be able to add a note to their DND campaign.

FR-B-02 The User can only add notifications to campaigns they made.

FR-K-02 The User can alter the note whenever he/she wants.

FR-03 The User must be able to see all the information in one dashboard.

FR-B-03 Because there is only one dashboard the size is limited.

Fr-04 The application must execute CRUD- operations (Create, Read, Update and Delete) on to the database.

TR-02-K There must be multiple relations between tables.

#### Non-Functional Requirements

NFR-01 The application must be attractive to look at.

NFR-B-01 The Colours are limited to a set Colour pallet.

NFR-K-01 The Colours must be tested and screened by different people.

NFR-02 The application must be written in English.

NFR-B-02 Dutch user will have difficulties navigating the website.

NFR-K-02 The website cannot have any grammar issues.

#### **Technical Requirements**

TR-01 The application must save data.

TR-03 The application calls upon the data via an API.

# MoSCoW-Model

The requirements get ordered into the MoSCoW-Model. This makes sure that the developers and the project leader has a good idee for the priorities of the application the model contains several components.

Must Have: These requirements are required without it the project is not complete and it cannot function.

Should have: These requirements u want to have but it is not crucial for the endproduct.

Could Have: These requirements would improve the project but are not essential. This makes sure they have a lower priority.

Would Have: These Requirements u want to have but will not matter if u do not get it done. These have the lowest priority.

Must Have Should Have Could Have Would Have
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## Use cases

Is an interaction between the user and the system. It becomes clear which requirements are needed and which actors are included.

Name	UC-01 : Find a spell	
Summary	The Actor wants to look up a spell.	
Requirement	FR-01, TR-01, TR-02,	
Actors	User	
Assumptions	The Actor has already made an account and has the information and knows which spell he/she wants information on.	
Scenario	<ol> <li>The Actor wants to find information on a spell.</li> <li>System shows a display where he/she can type in the name of the spell.</li> <li>The Actor fills in name of the spell.</li> <li>The System show the information of the spell.</li> </ol>	
Exceptions	<ul><li>1a. The input fields are empty.</li><li>2b. The maximum number of characters has been reached.</li><li>2c. the spell does not exist in the database.</li></ul>	
result	The user has looked up a spell and knows the information	

Name	UC-02 : find a monster	
Summary	The Actor wants to look up a monster.	
Requirement	FR-01, TR-01, TR-02,	
Actors	User	
Assumptions	The Actor has already made an account and has the information and knows which monster he/she wants information on.	
Scenario	<ol> <li>The Actor wants to find information on a monster.</li> <li>System shows a display where he/she can type in the name of the monster.</li> <li>The Actor fills in name of the monster.</li> <li>The System show the information of the monster.</li> </ol>	
Exceptions	<ul><li>1a. The input fields are empty.</li><li>2b. The maximum number of characters has been reached.</li><li>2c. the monster does not exist in the database.</li></ul>	
result	The user has looked up a monster and knows the information	

Name	UC-03 : Find a magic item	
Summary	The Actor wants to look up a magic item.	
Requirement	FR-01, TR-01, TR-02,	
Actors	User	
Assumptions	The Actor has already made an account and has the information and knows which magic item he/she wants information on.	
Scenario	<ol> <li>The Actor wants to find information on a magic item.</li> <li>System shows a display where he/she can type in the name of the magic item.</li> <li>The Actor fills in name of the magic item.</li> <li>The System show the information of the magic item.</li> </ol>	
Exceptions	<ul><li>1a. The input fields are empty.</li><li>2b. The maximum number of characters has been reached.</li><li>2c. the magic item does not exist in the database.</li></ul>	
result	The user has looked up a magic item and knows the information	

Name	UC-04 : Add a note to the campaign
Summary	The Actor wants to add a note to their campaign
Requirement	FR-01, TR-01, TR-02, FR-02
Actors	User

Assumptions	The Actor has already made an account and have a campaign where they can add	
	notes to.	
Scenario	<ol> <li>The Actor wants to Add a note to their campaign.</li> </ol>	
	<ol><li>System shows a display where the actor can write the note that will be added to the campaign.</li></ol>	
	<ol><li>The Actor writes the note and confirms the text the user has written.</li></ol>	
	<ol><li>The System adds the note to the campaign.</li></ol>	
Exceptions	1a. The input fields are empty.	
	2b. The maximum number of characters has been reached.	
	2c. Only the user can read the note not the players.	
result	The user has looked up a magic item and knows the information	