**PROJECT SPECIFICATION 2024/25**

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| **Student name:** | **Jack Bennett** |
| **Student Id:** | **C2066776** |
| **Supervisor name:** | **Peter O’Neill** |
| **Degree Course:** | **Software Engineering** |
| **Title of Project:** | **Dungeons and Dragons interactive board** |

**Project overview:**

***Describe your project. If you have a real live client, state who they are, and explain what they want. If the project is linked to your placement, say so and explain how.***

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| The project I am undertaking is an interactive simulator for traversing maps in the tabletop roleplaying game Dungeons and Dragons. |

**Project aims:**

***Clearly state the main aim of your project: the one, main thing you want to achieve. You may also have some additional aims that clarify your project’s overall purpose; for example, your client requirements, if you have a client. You'll refer to these aims when you reflect on the success of the project.***

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| The aim of this project is to enhance the experience of playing Dungeons and Dragons in-person by providing an application which can aid in the creation of maps with physical walls and tilemaps.  Further from this, the application will aim to provide movement and spellcasting options to assist in accurate play without having to double check the game’s rules. |

**Project deliverable(s):**

***Describe what you will produce to achieve your project aims. This will typically be a software artefact but may include associated hardware, data or algorithms. Briefly describe the platform you expect to use to develop your deliverable and the engineering approaches you expect to use. You may mention possible alternatives.***

***You will expand on your choice of engineering approach, tools, techniques and methodologies in the assessment. For now, you just need to briefly outline your first thoughts on these choices.***

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**Project objectives and initial project plan:**

***You project aims tell us what you want to do. Your project objectives explain how you intend to achieve those aims. Present your objectives as a list of tasks you need to complete in order to achieve your project aims (sometimes called a project backlog, or if it is hierarchical a work breakdown structure).***

***Use your list of project objectives to develop an initial project plan and include that plan here.***

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**Roles and responsibilities**

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| I confirm that I have read the guidance on roles and responsibilities in the Module Documents section of Blackboard. |

**Publication of Work**

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| I confirm that I have read the guidance on publication procedures in the Module Documents section of Blackboard. |

**GDPR**

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| I confirm that I will use the "Participant Information Sheet" as a basis for any survey, questionnaire, or participant testing materials. |