

# Dungeons & Dragons Manager

## User Manual

### General Information

The purpose of this application is to provide Dungeon Masters an intuitive, clean, and powerful solution to managing monsters, characters, and dice rolling in their current campaign.



The main navigation control for the application is shown above. Using this tab selector the user can choose which component of the application they would like to use.

In the Characters Tab the user can manage the campaign's characters. Functionality includes creating new characters and editing or deleting existing characters.

In the Dice Roll Tab the user can choose to roll a D4, D6, D8, D10, D12, D20, and/or D100. Multiple dice can be rolled at once if needed.

In the Encounters Tab the user can manage the campaign's monsters. Functionality includes generating random monster encounters, creating custom monsters, and editing or deleting existing custom monsters.

## Characters Tab

The Characters Tab allows the user to manage the campaign's characters.

The screenshot shows the 'Dungeons and Dragons Manager' application window. The 'Characters' tab is selected, with 'Dice Roll' and 'Encounters' tabs also visible. At the top, there are buttons for 'Create Character', 'Edit Character', a dropdown menu, and 'Delete Character'. Below these, the interface is divided into three main sections: 'Stats', 'Skills', and 'Notes'. Each section contains a large, empty text area for input.

## Character Creation

At the top center of the Character Tab, there is a button to create a character. This is where the user can design a new character and customize it's race, class, armor type, and all other stats. The user can also add character notes, such as inventory items. Once all of the fields are filled out, the user can click the "Save Character" button to save their creation permanently. It will then be available for selection in the Characters drop-down list.

The screenshot shows the 'Character Creator' form. It includes fields for 'Name' (text input) and 'Level' (dropdown). Below these are three columns of dropdown menus for 'Race', 'Class', 'Armor Type', 'Strength', 'Dexterity', 'Constitution', 'Intelligence', 'Wisdom', and 'Charisma'. A 'Proficiencies' section contains two columns of checkboxes for various skills: Athletics, Animal Handling, Acrobatics, Insight, Sleight of Hand, Medicine, Stealth, Perception, Arcana, Survival, History, Deception, Investigation, Intimidation, Nature, Performance, and Religion, Persuasion. A 'Save Character' button is located in the center. To the right is a large text area for 'Character Notes'.

## Character Editing

Once a character is created, the user can choose to edit that character. All fields are available for editing, and any changes made will be updated once the “Save Character” button is selected.

## Character Selection

All the characters that the user has created will be available for viewing in the Characters drop-down list. When a character is selected, the main window will update and that character’s stats will be displayed.

The screenshot shows the 'Dungeons and Dragons Manager' application window. The 'Characters' tab is selected, and the 'My Character' dropdown menu is open, showing 'My Character' as the selected option. The character's stats and skills are displayed below the controls.

**My Character Level 5**

Race: Changeling    Class: Paladin    HP: 0    AC: -1    XP: 0

**Stats**

Strength: 5	Wisdom: 5
Dexterity: 5	Intelligence: 5
Constitution: 5	Charisma: 5

**Skills**

AnimalHandling: -3	Athletics: -3
Insight: -3	Acrobatics: -1
Medicine: -3	SleightOfHand: -3
Perception: -3	Stealth: -1
Survival: -1	Deception: -3
Arcana: -3	Intimidation: -3
History: -3	Performance: -1
Investigation: -3	Persuasion: -3
Nature: -3	Religion: -3

**Notes**

Inventory: 1 rope, 1 healing potion

## Character Stats

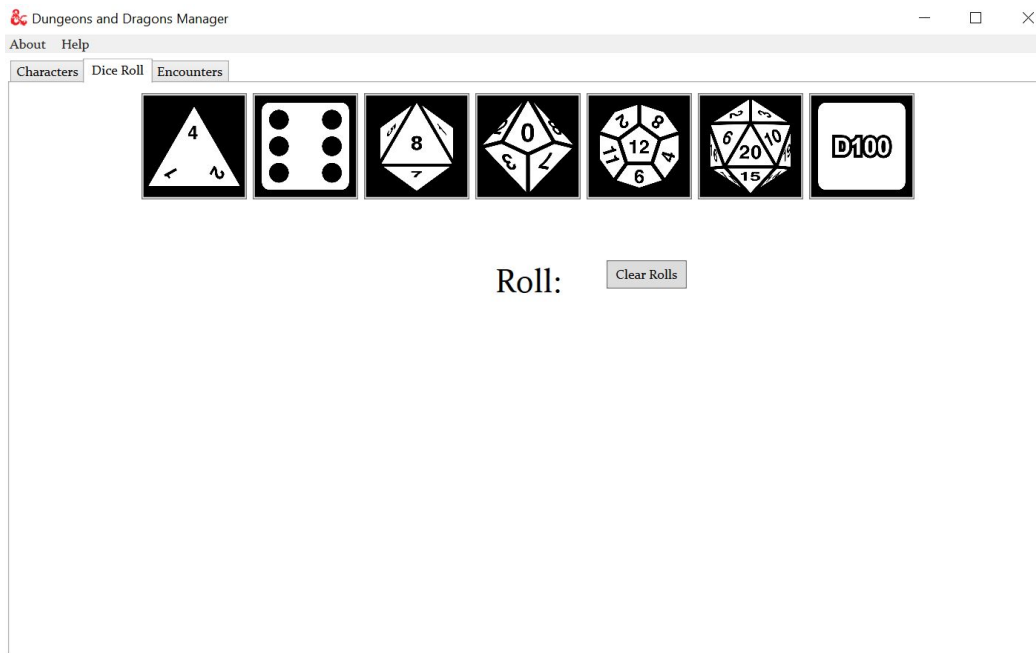
A character’s stats are displayed below the Character Tab’s controls. This information will display the currently selected character’s name, level, race, class, HP, AC, XP, strength, wisdom, dexterity, intelligence, constitution, charisma, all of their proficiencies, and their character notes.

## Character Deletion

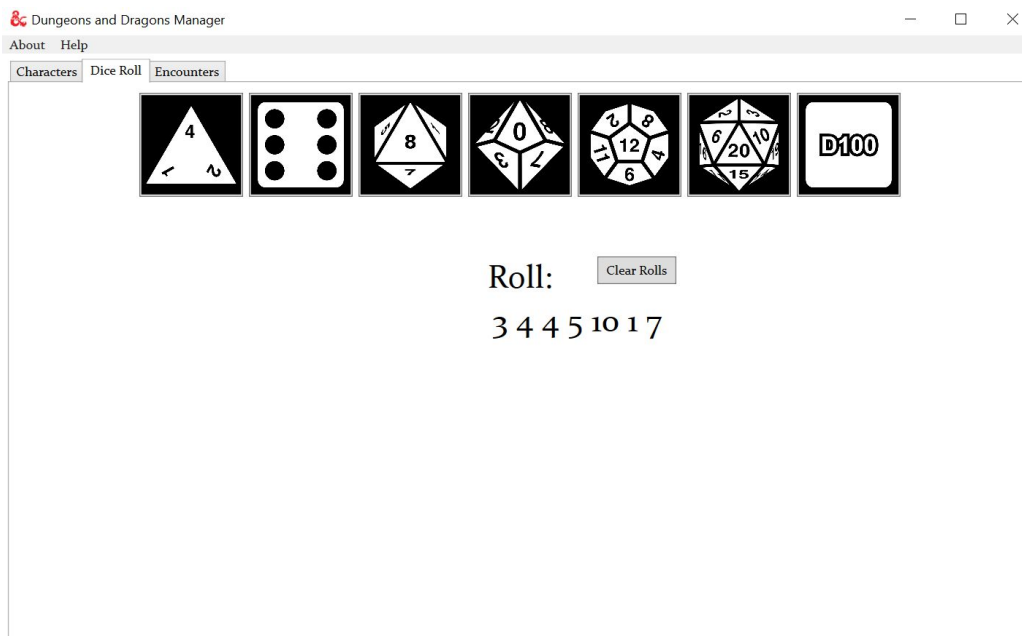
A character can be deleted by selecting the character from the drop-down menu, then clicking the “Delete Character” button. The user should then select “Yes” on the confirmation window to delete the character permanently.

## Dice Roll Tab

The dice roll tab allows the user to roll a selection of die ranging from D4 to D100.

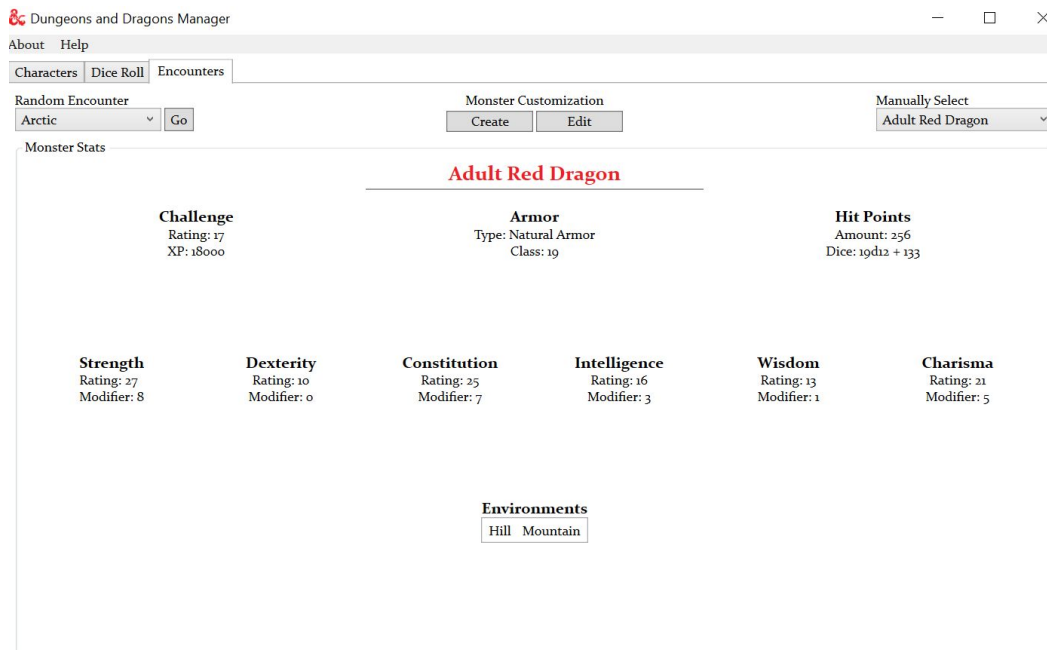


Once the user clicks a die, a number representing the outcome of that roll will be displayed. Rolls will stay on the display screen until the rolls are cleared by clicking the "Clear Rolls" button.



## Encounters Tab

The Encounters Tab allows the user to manage the campaign's monsters.



### Random Encounter

In the top left corner of the tab there is a drop-down list, and this is where the user will select the current environment. When the user hits the button to the right, which is labeled “Go”, a random monster will be selected. The selected monster is dependent on the selected environment and the average level of all characters in the party. For example, say the party has a level 2 character, level 7 character, and level 12 character. If the user selected the Forest environment, a random monster with combat rating less than or equal to 7 and that is associated with a Forest environment will be picked.

### Manual Selection

In the top right corner of the tab there is a drop-down list. This list contains most of the default 5e monsters and all of the custom monsters the user has created. The order is alphabetical by name. When the user selects a monster, the Monster Stats area will be updated to display that monster's information.

### Monster Stats

The monsters stats are located below the Encounters Tab's controls. This information will display the currently selected monster's name, challenge rating, challenge XP, armor type, armor class, HP, HP dice, strength rating and modifier, dexterity rating and

modifier, constitution rating and modifier, intelligence rating and modifier, wisdom rating and modifier, charisma rating and modifier, and the associated environments.

## Monster Creation

The “Create” button at the top middle of the Encounters Tab allows the user to create a custom monster. A new window will open and the user will be able to customize the monster’s name, armor type, armor class, challenge rating, and all other stats. Once all of the fields are filled out, the user can click the “Create Monster” button at the bottom of the window to save the monster permanently. It will then be available in the drop-down list at the top-right corner of the screen.

Monster Creator

×

Name	Armor Type	Armor Class
Challenge Rating	Hit Points	Strength
Challenge XP	Hit Points Dice	Strength Modifier
Dexterity	Constitution	Intelligence
Dexterity Modifier	Constitution Modifier	Intelligence Modifier
Wisdom	Charisma	
Wisdom Modifier	Charisma Modifier	

Environments

<input type="checkbox"/> Artic	<input type="checkbox"/> Mountain
<input type="checkbox"/> Coastal	<input type="checkbox"/> Swamp
<input type="checkbox"/> Desert	<input type="checkbox"/> Underdark
<input type="checkbox"/> Forest	<input type="checkbox"/> Underwater
<input type="checkbox"/> Grassland	<input type="checkbox"/> Urban
<input type="checkbox"/> Hill	

Create Monster

## Monster Editing

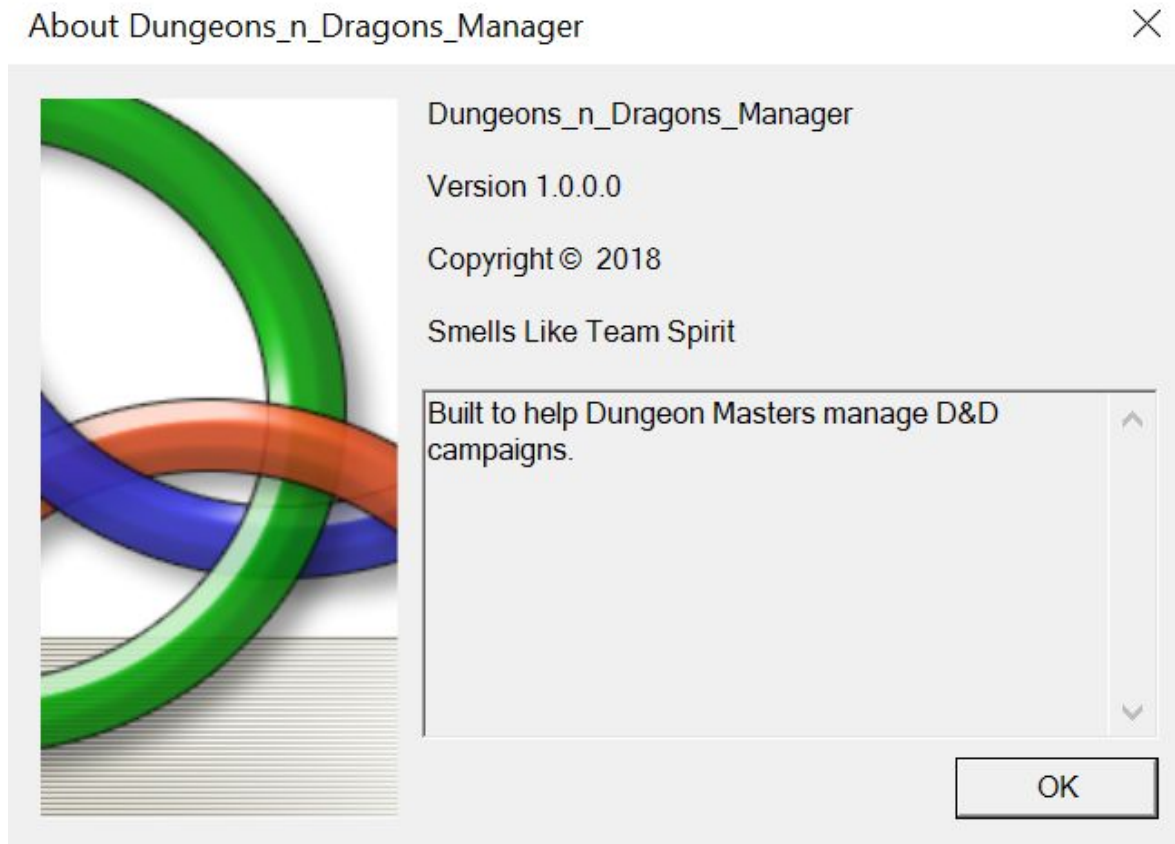
Once a monster is created, the user can choose to edit that monster by clicking the “Edit” button at the top of the screen just to the right of the “Create” button. All fields are available for editing. The user can save changes made by clicking the “Save Monster” button.

## Monster Deletion

A created monster can be deleted by selecting the custom monster on the drop-down menu, clicking the “Edit” button, and clicking “Delete Monster”. The user should then select “Yes” on the confirmation window to permanently delete the custom monster.

## About Box

The about box allows the user to read the name of the application, the version number, the year it was created, the authoring team, and a short description of the application.



## Test Suite

The test suite allows the user to check that all functions behind the scenes are working properly. The test suite can be reached by clicking on the “Help” button in the top left corner of the application and selecting “Test Suite”. From there, the user will see a list of tests and their outcomes that cover the functionality of the entire application.

