Brian Powers

Pablo Rivas

Project 2 mile stone

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The goal for this project is to make it as easy as possible to play dungeons and dragons; more importantly for the dungeon master. I have created a dice roller that can roll as many dice as you could need of any kind you could need. The game is played with a series of dice: The D 100, the D 20, the D 12, the D 10, the D 8, The D 6 and the D 4. Each having their own purpose for different characters. For instance, a short sword uses a D 6 for damage but a great axe uses a D 10. I also created a program that sums up the pages of racial benefits into a few lines. I have also made a super class named skills that connects to the most used skills in the game (when I am dming) which are Listen, search, climb, spot and move silently. One thing that I haven’t made yet is a program to keep track of battle. The battle program will be done with array lists being merge sorted by initiative. At the beginning of an encounter everyone including the enemies roll for initiative and the higher initiative decides when your turn is compared to the other people in the encounter and when their hit points reach zero they will be removed from the array list.