

# D&D FORGE



CMPS 115  
9/30/15

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## Members

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## Overview

**A tabletop RPG character builder that will let users quickly and easily create characters and output them to a printable character sheet.**

## Goals

- New players' can walk through character creation at a comprehensible pace, that will help ease the learning curve of the game. Abstracted character creation process.
- Experienced players can quickly create a character based on a character concept/archetype.
- Provides a printable character sheet can also be edited in app.
- Provides references to D&D source material when needed.

# Hardware/Software

Target Device: Nexus 2

Software Version: Android 5.0 (lollipop)

Languages: Java, XML

## Scrum

Tuesday/Thursday/Saturday: 12:00pm Alex's Apartment (Crown apartments 732)

Product Owner: Andrew Miller

Scrum Master (rotating): Alex

## Sprint 1 "The Barebones"

### Character Sheet UI

- "As a designer I want to see an example of what the app will look like." (2)

### Basic fillable forms

- "As a player I want to record my character's race, class, stats, etc choices." (3)

### Saveable data

- "As a programmer I want to know the best way to save to the phone." (2)
- "As a programmer I want to implement the best way to save to the phone." (8)
- "As a user I want an image of the character sheet saved to my phone." (3)

### Interview GM's/Players

- "As a designer I want to know what users want from the app."(2)

### Dice Roller

- "As a programmer I want to make a dice rolling tool."(3)
- RNG
- multiples

### Character Creation Process Plan (experienced)

- Organise process by module.
- Stack as the core data structure.
- "As a programmer I want to implement a stack (arraylist, etc) as the core data structure."  
(K)
- "As a programmer I want a flowchart for the of the process."(3)

## Sprint 2 “Databasing”

### Dice Roller

- “As a programmer I want to use the dice roller to generate stats in a variety of ways.”
- “As a user I want to generate my ability scores in a variety of ways.”

### Class Databasing

### Background Databasing

### Character Creation Implementation

### Saving & Accessing multiple characters

### Printable Export

- Email or save to phone

### Counter

- counts health etc.

## Sprint 3 “Automation”

### D&D Rules Encoding

- Class Specific rules/leveling up

### Item Databasing

### Skill/Feat Databasing

### Name Generation

