

# Phylactery

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## Team LFG

## Team members

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# Phylactery

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



# Project Release Plan - User Stories I

## User Stories

### Sprint 1 “Bare Bones”

Develop Platform Familiarity

Character Sheet UI

- Sketch, Scannable

Basic Fillable Form

Saveable data

Interview GM's/Players

Dice Roller

- RNG
- Multiples

Plan Character Creation Process (experienced/new)



“As a user, I want to be able to enter and store character profile information”



# Project Release Plan - User Stories II

## User Stories

### Sprint 2 “Databasing”

#### Application Databasing

- Class & Background Database

#### Application Profiles

- Implementation of Character Creation Tutorial
- Saving & Accessing Multiple Character Profiles

#### Application Features

- Printing Export & Statistics Counter



“As a player, I want to have multiple characters with changing statistics and items”



# Project Release Plan - User Stories III

## User Stories

### Sprint 3 “Automation”

D&D Rules Encoding

- Class Specific rules/leveling up

Item Databasing

Skill/Feat Databasing

Name Generation

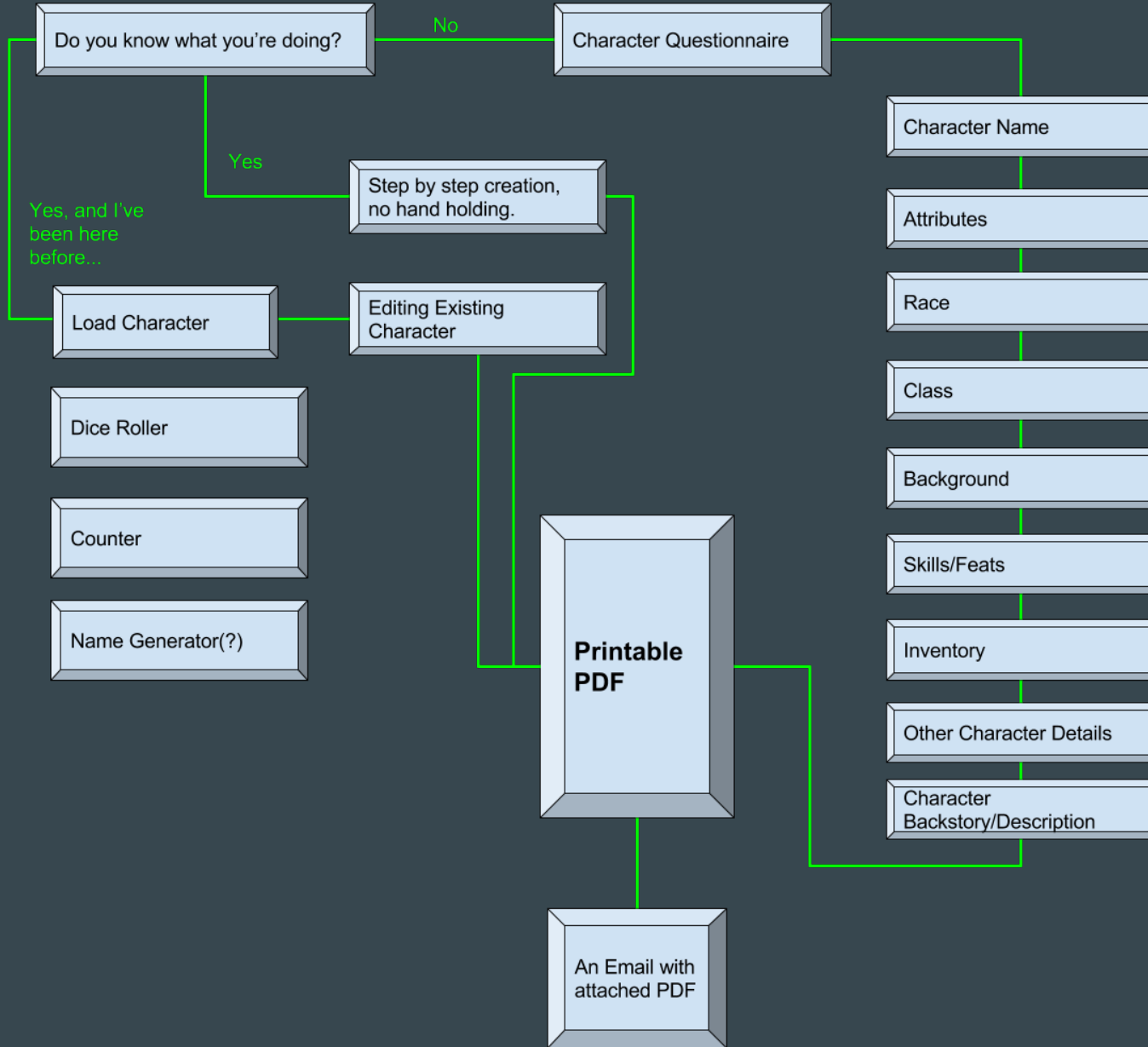
Other Tools



“As a player, I don’t want to have to reference the handbook all the time nor manually keep track of my all of my game data”



# Project Release Plan - Core Architecture



# Project Release Plan - Technologies

## Target Software & Hardware

Hardware: Nexus 4 (2012+)

Software: Android 5.0 Lollipop

IDE - Android Studio



Languages: Java, XML



# Project Release Plan - Challenges/Risks

## Risks

- Unfamiliar Platform (Mobile)
- Complexity of Database Information
- Scope (Feature Creep)
- Integration of all types of players (new and experienced)





# Project Release Plan - Conclusion

Questions?

Thank you

