

D&D Forge

Known Issues Document

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1. If the user does not swipe to all pages when loading a character, the pages not swiped to will be overwritten by a previously loaded characters. (Caching bug)
2. EditTexts inside of Melee and ranged weapons are not editable. The functionality of the module is completely implemented, just the fields are not editable (which makes the module unhelpful). (Android Bug not seen until later in the project)
3. Settings page is not implemented (though it was never planned to be implemented) (Minor Bug)
4. New characters must be declared with all stats. Declaring a character with a blank stat will crash the program upon opening the character.
5. Characters with non-standard Class, Race, or Background names will not load from the Database on the Abilities Page. (UX Bug, no special case).
6. Spell page partially implemented (fields are loaded, but not displayed to the screen).
7. Experienced questionnaire was depreciated but not removed (we may use this for another purpose later).
8. TextViews under the proficiencies tab are not visible when changing values.
9. Character race, class, sub race, and background are case sensitive, if they are spelled incorrectly or incorrectly capitalized then their data will not appear on the abilities page.
10. If you modify the item page and scroll two pages to the right then back to the left, there will appear to be no changes on the item page.