Dungeons and Dragons Project

\*\*Idea - make a database to track your characters (beginning of a database)

1. Playerdb
   1. Tables
      1. Player
         1. player \_id AI PK
         2. Creature\_id
         3. Race\_id
         4. Level\_id
         5. Armor\_id
         6. Weapon\_id
         7. Alignment\_id (join with Foreign Key?)
         8. Player\_name
         9. character\_name

***Be able to add players when created?***

1. Creature (using as class for players)
   1. Name
   2. Description
   3. Video - link YouTube videos
2. Alignment
   1. Name
   2. Description (use a link for more information)
3. Armor
   1. Type
   2. Name
   3. Class and modifier and weight

***Create an add armor option***

1. Level
   1. Experience points
   2. Level
   3. Proficiency bonus
   4. Feast and abilities

***List all levels in the table***

1. Races
   1. Name
   2. Description (add a link for the description?)
2. Weapons
   1. Type and name
   2. Damage and weight

***Add an option to put weapon***

How do I want to add the players?

* Create player name and your character name
* Do check marks for weapons/armors for radials
* Should you be able to delete?
* Drop down for races and classes