Codex: A Website and Progressive Web App in JavaScript/PHP for table-top role-playing games
Literature Review

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1 Introduction

In this document we will explore academic journals, papers and books that are relevant to the development of Codex, in addition to the source books for D&D Topics that are covered in this literature review include; Software Engineering Models, Graphical User Interface (GUI) Design and Testing, Human Computer Interaction, Sever-side Technologies and Database Design. Other topics will be explored in addition to those listed.

Before the technical topics are covered, we should gain a deeper appreciation for the source material that govern the 5th edition of D&D

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References

Γ*projectbib*

Project proposal

Description of project: aims, motivation, understanding of issues, problems	First	2.1	2.2	3	Fail
Resources, references: evidence of preliminary work to identify key resources, initial reading	First	2.1	2.2	3	Fail
Proposed approaches: relevance, suitability, appropriateness	First	2.1	2.2	3	Fail
Risks: identification, suitable contingency planning	First	2.1	2.2	3	Fail

Quality of writing

Clarity, structure correctness of writing	First	2.1	2.2	3	Fail
Presentation conforms to style	First	2.1	2.2	3	Fail

Workplan

Measurable objectives : appropriate, realistic, timely	First	2.1	2.2	3	Fail
Gantt chart: legibility, clarity, feasibility of schedule	First	2.1	2.2	3	Fail

Comments

Supervisor: Dr Katharina Huber

Markers should circle the appropriate level of performance in each section. Report and evaluation sheet should be collected by the student from the supervisor.