MagusTools

*Feature Requirement Specification*

# **1. High level description**

MagusTools is a character creation application with the aim to help M.A.G.U.S. players initial preparations. The procedure of character creation is a lengthy and complicated process which requires a lot of calculations and checking of cross references. These can be automated and simplified with the help of this application.

# **2. List of features**

# New character creation

# Character export and import

# Generate character based on a template

# Multiple language support

# Settings menu (save directory, custom rule options)

# Internal tools (dice roller)

# Help menu

# **3. Detailed description of layout of the GUI**

The application is a simple Windows Forms Application containing one Form containing all the functionalities and resources.

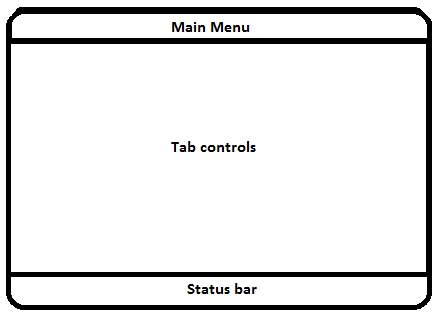
* On the top row there is a Main Menu control with the following items:
  + File
    - New

Figure 1. Element layout for the main form

* + - Open
    - Save
    - Save As..
    - Quit
  + Character
    - Export as Text
    - Generate
  + Options
    - Language
    - Custom rule settings
    - Tools
      * Dice roller
  + Help
    - View Help
    - About MagusTools
* The middle area is populated by a Tab Control and it's pages:
  + Basic Information
  + Primary Attributes
  + Secondary Attributes
  + Skills
  + Armory
  + Equipment
  + Summary
* The bottom area is reserved for a Status Bar

# **4. Function descriptions**

The main menu houses functions for backup handling, character generation from template, program global settings and help. This menu and it's components are always visible and accessible for the user.

* + File
    - New

A confirmation window appears asking if we want to discard the current character's values. In case we confirm this then the program sets the default values for all input fields.

* + - Open

A confirmation window appears asking if we want to discard the current character's values. On accepting this we get an Open Dialog window in which we can find and select the character file we wish to import. Upon selection all the data is loaded and the fields are updated accordingly.

The Status Bar is populated with the result of the opened file's path and name.

* + - Save

In case the current character has an already existing data file the program saves the current values to this file without asking for permission. In case there is no such file a Save Dialog window appears asking for a proper path and file name. The character data is then dumped to this file. The Status Bar is updated with the saved file's path and name.

* + - Save As..

A Save Dialog window appears asking for a proper path and file name. The character data is then dumped to this file. The Status Bar is updated with the saved file's path and name.

* + - Quit

In case there has been a change to the values since the last save of the data a confirmation window appears asking the user if he wishes to save the current data. Upon confirmation the data is saved. The program terminates.

* + Character
    - Export as Text

A Save Dialog appears for the user to designate a valid path and filename. The default path is the save path (if it exists), the default filename is the filename with the extension 'txt'. The data is then dumped to this file in a readable format.

* + - Generate  
      The program
  + Options
    - Language
    - Custom rule settings
    - Tools
      * Dice roller

# **X. Data Structures**

[introduction]

## X.1 Character file format (.MTC)

## X.2 Resource data file format (.RDF)

[general description (xml file)]

X.2.1 Skills tag

[general description]

X.2.1.1 Skill tag

[general description]

Attributes:

* Name
* LearningMethod
  + Levels
  + Percentage
* Difficulty
  + Numeric value between 1 – 5
* Category
  + Combat
  + Social
  + Bandit
  + Survival
  + Theoretical
* SubCategory
* InheritsSubtype
  + Logical value (true / false)
* Subtype

X.2.1.1.1 Level tag

[general description]

X.2.2 Classes tag

[general description]

X.2.2.1 Class tag

[general description]

X.2.3 Races tag

[general description]

X.2.3.1 Race tag

[general description]

* Name

X.2.4 Items tag

[general description]

X.2.4.1 Armors tag

[general description]

X.2.4.1.1 Armor tag

[general description]

X.2.4.2 Weapons tag

[general description]

X.2.4.2.1 Weapon tag

[general description]

X.2.4.3 Equipment tag

[general description]

X.2.4.3.1 Item tag

[general description]

X.2.4.4 Languages tag

[general description]

X.2.4.4.1 Language

[general description]

* dead  
  Logical value (true / false)

X.2.4.5 Stats tag

[general description]

X.2.4.5.1 Stat tag

[general description]

* Name