Abstract

The aim of the practical work is to develop an app for the rule book"Hell Over Mind". Taking into account the user experience as well as the user interface. For the character sheets, the user data is stored in databases.

With the Unity Engine, a prototype was set up, which was further developed with the help of literature and experts and, thanks to the feedback from usability tests, became a fully functional app. To store the data onto a cloud server php scripts were used.

The app has 4 scenes. The first is used to log in, the second offers a menu, the third allows you to create a character according to rules and the last scene has the modifiable character sheet. This has personal data as well as basic values. Objects can also be edited in the form of modifications, skills and items. The server is able to save, load, delete and update this data.