**Project Idea:** DungeonBuddy Online

**Project Description:** Since several months before this class I have been working on/maintaining a side project written in C# dubbed ‘DungeonBuddy’, which was made to assist me as a Game Master for Dungeons and Dragons 5th edition by giving me additional tools (random generators etc). In its current state the project makes use of Visual C# Windows Forms for its UI and a slew of files containing both serialized objects and regular text files which get loaded into data structures on program start.  
  
For this project I will to take the existing concept and GM tools to the Web, by replacing all of the existing flat file storage systems with database operations. I would also like to expand on the overall scope of the project so it’s more a place for GMs to interact with Players in terms of managing/accessing their game’s/world’s content, instead of just an ad-hoc collection of random tools made solely for a single GM (me).

This will mean creating support for multiple different Game Masters running separate games independently of one another, and new sections for Player users, so that they can login and access game specific information that their GM has made available to them (i.e. maps, world descriptions, etc.)

**Project Specifications**

**Game Masters**

Should be able to access the Web Server to perform the following key tasks:

* Be able to create a digital representation of their Table-Top game
* View and Manage which Player Characters are in the Game (Party System)
* Create and manage unique ‘Player vs Monster’ encounters, and save them for later
* Track a List of Game Non-Player characters
* Be able to generate random Non-Player characters for their game
* Be able to digitally roll all the types of possible dice with appropriate modifiers
* Be able to publish custom Game Information pages for Players to be able to access (Maps, World Information, etc)
* Be able to add custom Names/Items/Spells etc to any of the random generator tools

**Players**

Should be able to access their Game Master’s Game on the Web Server to perform the following tasks:

* View Basic Game Information for each game they are a part of
* Be able to view all other Party Members in each game they are a part of (View Party)
* Be able to see any World information made available by their Game Master

**Server Admins**

Should be able to access the Web Server to perform the following key tasks:

* Be able to delete Games and all of their Content
* Be able to delete Users