**Startup**

Call upon the static Character Library Class which reads the data from the XML file into a public static List. This provides the buffer from which we will read and write data. When the program ends, or when a save button is used, the data stored in the Character Library instance will saved in our XML file, overwriting any previous data stored there. Deletions of data operate on this first; only when a save button is used will deletions affect the XML file.

Character Library Window is on display

## Character Library

* Expands to accommodate new character control bubbles (most likely a wrap panel)
* Has a scroller to view all characters within library

**Controls**

### New Character Button

* Dropdown button that opens a new Character Editor
* Character starts with a certain amount of XP based of preset options

### Character Control Bubble

* Displays Name and Description values of Character in an un-interactable text block
* **Edit Button** opens an instance of Character Editor that displays this instance of Character data. Disables itself and the Delete Button until Character Editor window is closed so that race conditions don’t occur.
* **Delete Button** that deletes the data bound to the parent control (Character Control Bubble) and then removes the parent control (Character Control Bubble) from its parent control (most likely a wrap panel)

### Save Changes Button

* Writes data from Character Library instance into the XML file

## Character Editor

* An independent window that expands with its child controls (most likely a grid)
* Has a scroller to view all character traits

**Controls**

### Name/Description Display

* Textboxes that display a Character’s Name and Description
* Interactable, so a user can alter Name and Description Data

### Total XP Display

* Textboxes that display a Character’s Total XP Data
* Interactable, so a user can alter Total XP Data

### XP Spent & XP Remaining Displays

* Displays a Character’s XP Spent and XP Remaining Data in an un-interactable text block

### Health & Mana Controls

* **Increase Button** increments counter used to calculate XP cost of all upgrades
* **Decrease Button** decrements counter used to calculate XP cost of all upgrades
* Interactable textbox that display’s a Character’s Health and Mana data

### Ability Score Control

* Interactable textboxes that display a Character’s Ability scores
* Un-interactable text blocks that display the modifiers for each ability score
* **Ability score increase button** (calculates ability score increase cost)

### Trait Control

* Un-interactable text block displays trait category name
* **Add Trait Button** calculates appropriate cost and inserts Trait Sub-Control into the parent Trait Control (Trait Control most likely contains a stack panel to hold each child control)

#### Trait Sub-Control

* Un-interactable text block that displays trait name data
* Un-interactable text block that displays trait proficiency bonus
* **Edit Button** that opens an instance of the Trait Editor Window that displays this instance of a character trait (component). Disables itself and Delete Button until Trait Editor Window is closed so that race conditions don’t occur.
* **Delete Button** that deletes the data bound to the parent control (Trait Sub-Control) and then removes the parent control (Trait Sub-Control) from its parent control (Trait Control)

### Save Changes Button

* Writes data from Character Library instance into the XML file