Group: Evan Richard
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Project 1 Phase 1 - Concept Data Modeling

Problem Statement:

Building, maintaining, and leveling a DnD character can be a time-consuming task to do on your own. Not to mention when you take into consideration inventory care, survival tasks like water and food, and keeping track of companions' stats as well. My program will make it simpler to perform all of these tasks in one website. My database system will allow users to create individual characters, keep track of their stats, inventory, companions, water, food, and every DnD stat available. This essentially allows a player to build their character in my place and have everything they need to neatly and nicely store their information for whenever they need it.

Conceptual Database Design:
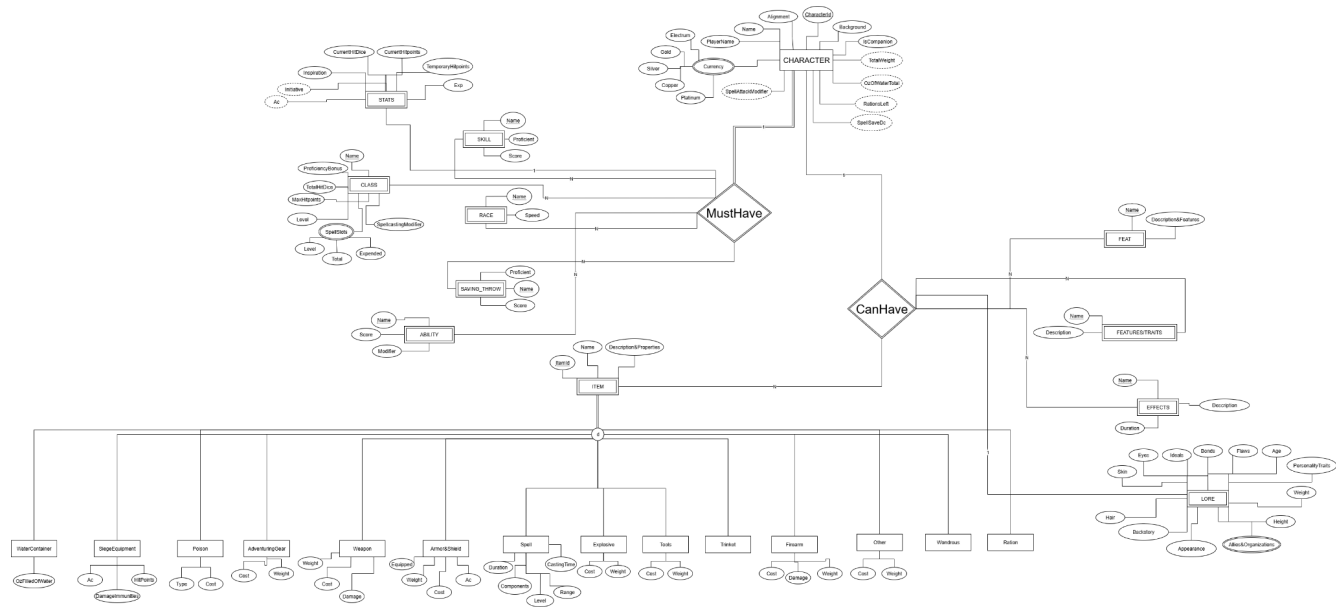
       Every character must have skills, a class(es), saving throws, stats, and abilities. A character can but does not have to have items, features, traits, effects (things currently affecting the character), or lore.

Functional Requirements:

My application will provide functions such as stat tracking, which will involve the entity Stats. Inventory management will be included, which involves the entity "Inventory". Food management, which will involve both the Inventory and Character entities in order to derive the required attribute. There will be water management, which also involves both the Inventory and Character entities to derive the required attributes. Lastly, there will be companion management; companions will use all of the entities shown above and be built in the same way as a character. The only difference is that the application itself will have them function differently than characters, as they will have a place on the page for the user to manage them easily.