D&D DM Tool

Rebecca Jo Nicole Roth

A web based app that allows Dungeon Masters and Game Masters to randomly generate worlds and other more miniscule details for their campaigns! This will free up their creative energy to coming up with stories for why things are happening in their worlds. This is useful for both homebrew games, and for filler information for character backstories and such for longer module campaigns.

Through a couple of button clicks, users will be able to generate as many details about the world as they would like. They alternatively can edit the results, lock in their own ideas, and/or save it to their own story boards.

I would like to make it so users can submit new ideas to be included with the generated results as well.

FEATURES:

User Accounts - Each user will be able to login to the app, where they will have their own library.

Feature Generator - Users will be able to generate many different features of locations for their games. They can also add in their own features; choose to generate one, many or all; and lock features into place before regenerating (think Yatzee).

Libraries (actual name pending) - Users will be able to store their story elements in their own personal library. They will be able to add, edit, and/or delete their story elements.

TECHNOLOGIES:

Java, HTML(Spring?), CSS(Bootstrap?), MySQL

I feel like I will be using more than this, maybe some JavaScript somewhere, but this is a start!

OBSTACLES:

~ While we dabbled in the idea of User Accounts, I will need to learn how to have each of them have their own saved data. I think that will be my biggest obstacle.

~ Also, if I decide to make this a live application, I will need to research having a non local server, and how to connect and work with it!

TRELLO LINK HERE!