Our application premise is for a user to create an account, paid or otherwise, in order to create, manage, and reference different aspects of a Dungeons & Dragons game.

Users would create accounts that contain their name, unique username, unique email, and a paid rate (if applicable) in order to be able to create characters and look up game information and transaction history.

Transactions are recorded when a user pays for an account, tracking the date, amount, and status of the payment. This is tracked through a relationship called Pays between the user’s account and the transaction.

Characters could be created with the information about them, and added to a user’s account for easy reference or tracking. These characters can be members of a party created by the user as well.

Items have unique names and are owned by characters and the inventory relationship would track the quantity of an item that a characters has.

There are two types of items with special attributes that regular items don’t have. Weapons have properties, damage information (based on a die), and damage types. Armor have types, bonuses, and resistance.

Spells are learned by a character and have a unique name, a description, and level field for game reference. Spells known would keep track of what spells a specific character knows, if any.

Monster in the game are encountered by parties in the game. We track if a monster is killed and reward the party with experience points. Experience points vary between monsters.

Parties kill monsters. Monsters killed would be tracked so that each party can be compared or ranked based on the number of monsters killed and total experience (Encounters.monster\_deaths \* Monsters.exp\_points ) (Encounters).

An example of a person using this application would be someone running a game and needing to keep track of multiple characters and their statistics, or if someone needed to lookup exactly what a spell/item does in the game.