Our project is an application for world management of a tabletop role-playing game, such as Dungeons and Dragons. The application facilitates playing while aiding the Dungeon Master, the user responsible for running the game. This tool helps the Dungeon Master create and manage the world with minimal preparation, adding consistency and efficiency to recording, retaining, and retrieving information, and will also aim to enhance the overall experience for the players. The software keeps track of the world's settings and characters designed by the Dungeon Master. It is a desktop application running a local server that the players can connect to in order to view shared information through a connected device, such as a phone or tablet.

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