**Software Requirement Specification**

**OOP Project 2019**

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* Introduction

This document specifies the requirements for the system built for my project for Object Oriented Programming 2

* Purpose

This system is intended to be a computer based manager and aid for the tabletop RPG game Dungeons and Dragons. This game requires management of large amounts of info which tend to take the form of paper based notes. This program would allow for management of all this information inside of a computer GUI, saving paper and keeping organization simple and efficient.

* Scope

The system will manage information on numerous aspects of the game and its players, saving and loading this information when required allowing the users to keep their information at their fingertips whenever it is needed.

Functions are also provided to automatically do certain calculations and data entry which would otherwise need to be manually inputted, allowing the program to react and change according to user input and requirements.

Additionally, the system will provide functions for resizing and arranging images on a GUI to allow for quick and easy creation of maps which will allow users to create a visual representation of their game world, something which is normally left up to player imagination. The system would not replace this however, still letting player imagination take the forefront of the game as is typical of this genre of tabletop gaming, but these mapping tools are very useful in certain situations in game.

* Requirements

The system requires the ability to create and manage object based representations of player characters, using a GUI based system to organize and access these characters.

The system will also require instantiable objects representative of certain items and abilities in the game allowing those to be connected back to character objects in order.

Also the system requires instantiable objects representing maps, which can be accessed and viewed through a dedicated map GUI.