



Rmit Study Group  
assignment-3-discussion  
781 messages

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cuppy 19-Oct-19 04:54 PM

hey guys what do you think of a website that allows you to build a D&D campaign/adventure. and it compiles into a PDF at the end to print or save.

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Alchemy\_Gamin 19-Oct-19 05:03 PM

okay personally ive never played D&D but im totally down for that idea

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cuppy 19-Oct-19 05:03 PM

i dont know i was just throwing something out there haha

---



Alchemy\_Gamin 19-Oct-19 05:04 PM

ive always wanted to play but never been able to  
but it sounds really good idea

---



cuppy 19-Oct-19 05:23 PM

Yeah like there is a building for everything else. But nothing really to compile your campaign

---



Ryan420 19-Oct-19 05:29 PM

That could be a good idea

---



Alchemy\_Gamin 19-Oct-19 05:29 PM

ryan do you play D&D



Ryan420 19-Oct-19 05:29 PM

Yeah for about 2 years

Was going to tonight but it got cancelled



Alchemy\_Gamin 19-Oct-19 05:29 PM

so its something we all kinda know

damn

how do you play?



Ryan420 19-Oct-19 05:30 PM

We started with all pen and paper then moved to this <https://www.dndbeyond.com/>

### D&D Beyond

An official digital toolset for Fifth Edition (5e) Dungeons & Dragons (D&D).

o



Alchemy\_Gamin 19-Oct-19 05:30 PM

i mean do you do it over a discord call or irl like on a board game thing in a circle?



Ryan420 19-Oct-19 05:31 PM

irl

With a tv in the middle of the table haha



Alchemy\_Gamin 19-Oct-19 05:31 PM

why a tv?



Ryan420 19-Oct-19 05:31 PM

It lays down flat so you can change the board easily (edited)



Alchemy\_Gamin 19-Oct-19 05:32 PM

ohh

my dad used to play when he was a kid, i never had friends that were into that stuff



Ryan420 19-Oct-19 05:33 PM

So if we made a program for dnd, what might it look like



Alchemy\_Gamin 19-Oct-19 05:34 PM

im not sure, doesnt someone have to come up with a story line?



cuppy 19-Oct-19 05:37 PM

It was more like a website and fill in the blanks from start to finish of a short adventure. Maybe just a oneshot. Or if it's viable a campaign

It could be targeting new dm's that don't know how to start building an adventure or the everyday DM that just wants a nice easy way to compile one



Alchemy\_Gamin 19-Oct-19 05:39 PM

and have a section where you could share it with other people?



cuppy 19-Oct-19 05:40 PM

that too. you could have parts of the story line visible to the players and a section that only the dm can see like his private notes. also could have a section of printable little dm references, to put on their DM screen.



Alchemy\_Gamin 19-Oct-19 05:41 PM

like have it in a digital app  
and the dm can choose what part gets seen  
wait doesn't the story change depending on the players choices?

---



cuppy 19-Oct-19 05:42 PM

well yes you could do it like that, or it could just a website people could go to, it could also have a section of adventures people make and share it on the website  
yes but it does have like a base story, well most of them do

---



Alchemy\_Gamin 19-Oct-19 05:43 PM

ah okay

---



cuppy 19-Oct-19 05:43 PM

really its whatever you want it to be, but you could also point it in the way for beginners

---



Alchemy\_Gamin 19-Oct-19 05:44 PM

so it could be a story writer for people to get, make and share story lines

---



cuppy 19-Oct-19 05:44 PM

yeah pretty much, but it will have everything you need to run a game with some players

---



Alchemy\_Gamin 19-Oct-19 05:44 PM

and i think like a beginners guide of some sort would be good too

---



cuppy 19-Oct-19 05:44 PM

yeah

---



Alchemy\_Gamin 19-Oct-19 05:45 PM

how about a place where you like insert your characters? so they are all there with the story  
so say if you share it people can see how the story played out and what was used?

---



cuppy 19-Oct-19 05:45 PM

like ive only been a dm like 6 times and i still find it hard to build a story, but if we had some fields on a website that might help guide someone that would be good too.

you could but you dont want to see how someone else story played out because you want to drive it how you want. could be like a side note of how it went but not in the main part.

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Alchemy\_Gamin 19-Oct-19 05:47 PM

good point

---



cuppy 19-Oct-19 05:48 PM

it just popped into my head, because i was getting my stuff ready for my trip to melb in a couple of weeks. me and my best friend and his family will be playing the new adventure book. and it just really popped into my head like hey what if we had a thing i could use to make something like this.

---



Alchemy\_Gamin 19-Oct-19 05:49 PM

its a good idea

i think wed be able to make it work to

---



cuppy 19-Oct-19 05:49 PM

hope so, just need james to have a look when hes online.

---



Alchemy\_Gamin 19-Oct-19 05:50 PM

yeah

---



cuppy 19-Oct-19 05:50 PM

also hope it was ok, i added the A3 channel haha

---



Alchemy\_Gamin 19-Oct-19 05:50 PM

i was gonna do it the other night but forgot

---



cuppy 19-Oct-19 05:50 PM

lol ok good

---



Alchemy\_Gamin 19-Oct-19 05:50 PM

been kinda sick the last week, hence being a host

---



cuppy 19-Oct-19 05:51 PM

yeah right, i have been feeling sick all day, really dont wanna go to work tomorrow

---



cuppy 19-Oct-19 06:02 PM

so i was reading the new Decent into Avernus book. and the setting is like a hellish open plain of demons and beasts. and its sort of like getting the holy type of people to play. and a few one shots and campaigns jumped into my head, but i dont know how to build them, thats how i got the idea.

---



Alchemy\_Gamin 19-Oct-19 06:03 PM

that sounds awesome

how many people do you need for a campaign?

---



cuppy 19-Oct-19 06:32 PM

well you can start with 3. imo you cant really play with 2. some pope, have made it possible, but 3 is a good start

---



Alchemy\_Gamin 19-Oct-19 06:33 PM

ok

how many you play with

---



cuppy 19-Oct-19 06:33 PM

i play with 4, sometimes 5 if our mate rocks up

so when i go to melb in 2 weeks il be playing with 6

---



Alchemy\_Gamin 19-Oct-19 06:34 PM

are you from taz?

---



cuppy 19-Oct-19 06:34 PM

yeah

---



Alchemy\_Gamin 19-Oct-19 06:34 PM

damn

---



cuppy 19-Oct-19 06:35 PM

whys that?

---



Alchemy\_Gamin 19-Oct-19 06:35 PM  
melbs a long way



cuppy 19-Oct-19 06:35 PM  
not for us lol. its quicker for us to get to melb than you



Alchemy\_Gamin 19-Oct-19 06:36 PM  
how so?



cuppy 19-Oct-19 06:36 PM  
1 hour flight then we are there.



Alchemy\_Gamin 19-Oct-19 06:36 PM  
oh shit



cuppy 19-Oct-19 06:37 PM  
yep airport is 10 mins away for me, then 1 hour flight. like so many people from launceston just fly over on saturday morning, do their shopping then some home sunday night.



Alchemy\_Gamin 19-Oct-19 06:38 PM  
you're joking right?



cuppy 19-Oct-19 06:38 PM  
nope



Alchemy\_Gamin 19-Oct-19 06:38 PM  
damn  
its like 3 hours for me



cuppy 19-Oct-19 06:38 PM  
my friend went this morning and is come back tomorrow at 7  
sometimes you can get flights for \$89 return



Alchemy\_Gamin 19-Oct-19 06:39 PM  
thats insane



cuppy 19-Oct-19 06:39 PM  
yep



Alchemy\_Gamin 19-Oct-19 06:39 PM  
i mean i hate melbourne but damn



config 19-Oct-19 08:08 PM  
sounds like it would just be a input forms and a button that generates the the campaign. very doable. we'd just have to figure out what presets we'd want.  
also, literally playing dnd in a few hours 😊



Alchemy\_Gamin 19-Oct-19 08:11 PM  
jealous



cuppy 19-Oct-19 08:12 PM

yeah i was only thinking of it while i was getting my stuff ready haha

---



cuppy 19-Oct-19 08:40 PM

hey guys whats the most common webpage size?

---



Alchemy\_Gamin 19-Oct-19 08:41 PM

in what context?

---



cuppy 19-Oct-19 08:41 PM

1366x768?

px

---



Alchemy\_Gamin 19-Oct-19 08:41 PM

oh that context

---



config 19-Oct-19 08:41 PM

// Extra small devices (portrait phones, less than 576px)

// No media query for `xs` since this is the default in Bootstrap

// Small devices (landscape phones, 576px and up)

@media (min-width: 576px) { ... }

// Medium devices (tablets, 768px and up)

@media (min-width: 768px) { ... }

// Large devices (desktops, 992px and up)

@media (min-width: 992px) { ... }

// Extra large devices (large desktops, 1200px and up)

@media (min-width: 1200px) { ... }

i would say large devices. but more and more people are using phones. forget the statistic now



Alchemy\_Gamin 19-Oct-19 08:42 PM

jamie your answer is what google says lol

cant you make a website change depending on the device

---



cuppy 19-Oct-19 08:43 PM

cool thanks guys. was just going to open photoshop. and make some concepts of what it might look like

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Alchemy\_Gamin 19-Oct-19 08:43 PM

<https://www.websitedimensions.com/>

Ivan Haentjens

[Website Dimensions - The Resource for New Webdesigners.](#)

Once started as a one-pager about website dimensions and responsive webdesign, this site has become a collection of webdesign related articles.



config 19-Oct-19 08:45 PM

1366 px \* 768 px - 35% used world wide. looks like it's most popular. good to know.

---



cuppy 19-Oct-19 08:45 PM

yeah was just gonna play with photoshop while the rugby is on

---



config 19-Oct-19 08:46 PM

sounds comfy man

---



cuppy 19-Oct-19 08:50 PM

yeah man bundy, rugby, laptop. cant get much better

---



config 19-Oct-19 08:51 PM

it would be nice to learn how to make dedicated designs for x screen size. i usually just drag the screen until something breaks, right a media query that changes the layout, then go from there

---



cuppy 19-Oct-19 08:52 PM

lol all i read is you wanna learn how to make things for x screens. you lost me after that lol

---



config 19-Oct-19 08:53 PM

for like the different screen sizes

---



Alchemy\_Gamin 19-Oct-19 08:53 PM

i think he means he drags the screen untill the stuff on it goes to crap then changes to fix it

---



cuppy 19-Oct-19 08:53 PM

yeah i got that bit.

---



Alchemy\_Gamin 19-Oct-19 08:53 PM

so what didnt you get?

---



cuppy 19-Oct-19 08:54 PM

its all good mate. i got it

---



config 19-Oct-19 08:55 PM

i could go for some beer rn.  
been way too long

---



cuppy 19-Oct-19 08:56 PM

i got to work tomorrow so il only have 3 or 4

---



config 20-Oct-19 04:51 PM

so if we do pick this dnd campaign generator, i like how this website set it up:

<https://donjon.bin.sh/fantasy/adventure/>

in addition to these features, though, i want to try pull monsters from some kind of dnd data base that appear in random places.

i kind of see it like a story generator.

will try also pull basic items, maybe have a section in the pdf report like this is the store, and its inventory will contain all of the starting items like pitons, rope, eg, as well as a few randomly generated rare items.

---



Alchemy\_Gamin 20-Oct-19 04:52 PM

I think we should go with the dnd

---



Ryan420 20-Oct-19 04:53 PM

Sounds good to me

---



config 20-Oct-19 04:53 PM

that website ramdomly fills all the fields to make a campaign outline every time you refresh, so instead of that, it'll be a lot of drop down menus. like choose theme for campaign, etc.

i was going to try combine two assignments lmao. so i could try make the backend for this / database, and then in our programming assignment, use java to make requests to the server. there was no rules against combining

technologies. that means when it came time to do this, id just have to code the front end



Alchemy\_Gamin 20-Oct-19 05:06 PM

Lol



cuppy 20-Oct-19 05:48 PM

Well if that would help you with an assignment. Yeah I'm pretty sure dnd have like a tools things for Devs to play around with. Il have a look when I get home from work



cuppy 20-Oct-19 09:30 PM

<https://github.com/adrpadua?tab=repositories>

#### adrpadua - Overview

Working full time at microsoft. adrpadua has 44 repositories available. Follow their code on GitHub.



<http://www.dnd5eapi.co>

#### D&D 5th Edition API

D&D 5th Edition SRD API

@config would something like this help?



config 20-Oct-19 10:58 PM

that's exactly what i had in mind

i needa sleep because interview tomorrow, but that looks perfect



cuppy 20-Oct-19 10:59 PM

Glad I can help so where. Alright mate. Good luck with the interview. Fingers crossed



config 20-Oct-19 11:01 PM

it has a monsters end point  
this is perfect

---



cuppy 20-Oct-19 11:03 PM

To be honest I had no idea what I was looking at. It just felt like that might help

---



config 20-Oct-19 11:05 PM

so for example my server could contact <http://dnd5eapi.co/api/monsters> and get every monster for dnd 5e. then i could use a random number generator to pick three monsters and include them in the campaign.  
i may have to figure out a way to sort these monsters by level, though. shouldn't be undoable (edited)

---



cuppy 20-Oct-19 11:06 PM

Oh wocked. That sounds really good. Could you also hit the random button again if you say did want a hard monster? And spit out another 3?

---



config 20-Oct-19 11:06 PM

exactly.

---



cuppy 20-Oct-19 11:06 PM

Yeah wicked

---



config 20-Oct-19 11:07 PM

their api might already have a way to sort by level, if not, ill sort it myself  
im sure they also have an items end point, so i could get random items too, which will be lit

---



cuppy 20-Oct-19 11:08 PM

There is a lot of content in that repo too. I was sbocked

---



config 20-Oct-19 11:09 PM

looks good. you could make a lot of really amazing dnd tools using that alone

honestly, even having a tool that spits out a random monster that's an appropriate level would be pretty cool for a dm

---



cuppy 20-Oct-19 11:10 PM

Yeah. I was a little confused because I didn't know if you could use a Json file

---



config 20-Oct-19 11:10 PM

json is perfect.

---



cuppy 20-Oct-19 11:10 PM

Is that because it's a form of java?

---



config 20-Oct-19 11:11 PM

that's how mongodb stores information, so im pretty used to working with json. json is just a data type. it's kind of like xml.

it's not platform specific.

---



cuppy 20-Oct-19 11:12 PM

Oh ok cool. I was looking at the issues on the repo. And they were complaining about it not being in any other language.

---



config 20-Oct-19 11:13 PM

never really thought of it like that. maybe it's not supported by default natively. like i have to use special methods like JSON.stringify() and JSON.send() inside Node / react to work for it. i probably just take it for granted. technically there isn't a datatype in javascript called json. like we have objects, strings, etc.

this will be a fun dev project

---



cuppy 20-Oct-19 11:14 PM

I hope that's not sarcasm. I didn't wanna make it hard haha

---



config 20-Oct-19 11:15 PM

zero sarcasm. actually looking forward to it =]

---



cuppy 20-Oct-19 11:15 PM

Ok I'm glad haha. You will have to show me how you make it work though. I'm really interested.

---



config 20-Oct-19 11:16 PM

deal. my ui definitely won't be impressive, though. you guys will definitely have to hack away at it with css and try pretty it up when it's done

the main thing is it works, i guess

---



cuppy 20-Oct-19 11:17 PM

I can definitely try my best at that. (edited)

---



config 20-Oct-19 11:18 PM

hell yeah

---



cuppy 20-Oct-19 11:23 PM

Alright mate..night. Best of luck for tomorrow.

---



config 20-Oct-19 11:23 PM

have a good one 😊

---



Alchemy\_Gamin 21-Oct-19 07:57 PM

im llooking forward to learning about DnD

---



config 21-Oct-19 07:58 PM

man, you would love dnd, i feel. it's such a based, social game

---



Alchemy\_Gamin 21-Oct-19 07:59 PM

im not very social but ive always wanted to play

---



Ryan420 21-Oct-19 07:59 PM

Do you use sql for json files?

I've never worked with databases

---



config 21-Oct-19 08:03 PM

mysql is more like a traditionally linked database. it's hard to explain. i don't think it saves in json. sql is just a query language.

---



Ryan420 21-Oct-19 08:04 PM

ah right



config 22-Oct-19 01:05 PM

prototype for what i have in mind. will also double as A3 for programming :dab:

```
DnDCAMPAGN GENERATOR
Setting: Snow
Starting Level: 0.5
Theme: Corruption
Build Campaign: GENERATE

public static void main(String[] args) {
    DnDCampaignGenerator dnDCampaignGenerator = new DnDCampaignGenerator();
    DnDCampaignGenerator.main(args);
}

private void generate() {
    getBuilder().getAdventureManager(new java.awt.event.MouseAdapter() {
        public void mouseEvent(java.awt.event.MouseEvent evt) {
            DnDCampaignGenerator.this.getBuilder().getAdventureManager(evt);
        }
    });
}
```

```
mvn clean package
[INFO] Scanning for projects...
[INFO] 
[INFO] --- exec-maven-plugin:1.5.1:exec (default-cli) @ DnDCampaignGenerator ---
[INFO] 
[INFO] BUILD SUCCESS
[INFO] Total time: 0.054s
[INFO] Final Memory: 14M/20M
```



cuppy 22-Oct-19 01:07 PM

Ok so sorry can you explain this to me a little. How was it made and using what?



config 22-Oct-19 01:09 PM

Okay, so this isn't the app we're building. This is me doing the assignment for A3 programming. Our app is going to have a web interface instead of an interface in Java. But this java app will use the same backend as our web app, so I'll be able to recycle code across two assignments 😊



cuppy 22-Oct-19 01:13 PM

Oh wicked as. Thanks mate was just a little confused what I was looking at ;)



config 22-Oct-19 01:13 PM



cuppy 22-Oct-19 01:14 PM

Well that's good for us all then if you recycle some code :



Alchemy\_Gamin 22-Oct-19 01:30 PM

at least one of us got an idea for programing assignment X



cuppy 22-Oct-19 01:31 PM

You're welcome



config 22-Oct-19 02:08 PM

yeet we got our first dnd monster

The screenshot shows a Microsoft Visual Studio Code interface with the following details:

- Title Bar:** File | Edit | Selection | View | Go | Debug | Terminal | Help
- File Explorer:** Shows a folder structure for "D:\Java\JavaCampus\Academic\Intro to Programming\Assignment 3".
- Code Editor:** Displays Java code for a campaign generator. The code includes imports for `express`, `body-parser`, `axios`, and `node`. It sets up an express app, uses body-parser middleware, and defines routes for monster and player creation.
- Terminal:** Shows the command `npm run server.js` being run.
- Status Bar:** In the bottom right corner, it says "In 6h 40mS Spaces 4 UTH CRU Jscript A More" and "Ctrl + Shift + F11" as a keybinding.



cuppy 22-Oct-19 02:08 PM

Yay :)



Alchemy\_Gamin 22-Oct-19 02:11 PM

what can the rest of us do?



cupy 22-Oct-19 02:21 PM

Well Brandon we could start building the website. That's just the backend stuff.



Alchemy\_Gamin 22-Oct-19 02:21 PM

i can make the repo if youd like? im assuming we using github still?



cuppy 22-Oct-19 02:24 PM

Well I now have tomorrow, Thursday and Friday off. So I can get some stuff done. Um yeah this time can we have a smaller name like IIITA3. Makes it's easier to run in the comment line pushing and pulling shit.



Alchemy\_Gamin 22-Oct-19 02:24 PM

i can make hat happen

i agree it was a long name



cuppy 22-Oct-19 02:25 PM

Yeah took me ages in the command line to type out haha



Alchemy\_Gamin 22-Oct-19 02:26 PM

sorry about that

im gonna pull the final for assignment 2 for record



cuppy 22-Oct-19 02:28 PM

Nice. Hey [@everyone](#) are we just going to go with a template again for the website?



Alchemy\_Gamin 22-Oct-19 02:28 PM

if we can find a nice template that suits the theme were after i cant see why not?



cuppy 22-Oct-19 02:33 PM

What out this <https://themeforest.net/item/dragonic-the-ultimate-premium-gaming-landing-page/20553782>

### Dragonic: The Ultimate Premium Gaming Landing Page

Want a Game of Thrones feeling to your game's landing page?

Look no further → Dragonic is a mind-blowing HTML gaming landing page that will enrich your precious game by complimenting it with the w...



Alchemy\_Gamin 22-Oct-19 02:33 PM

that looks perfect



cuppy 22-Oct-19 02:35 PM

I'll buy it when I get home :)



Alchemy\_Gamin 22-Oct-19 02:35 PM

jamie do we need a read me?

wait buy it



cuppy 22-Oct-19 02:38 PM

Yah it's only \$17. Um maybe just put it in there. And if we don't need it we can delete it



Alchemy\_Gamin 22-Oct-19 02:43 PM

oh okay

can you access it?

@Ryan420 whats your github

nvm found you



Ryan420 22-Oct-19 03:28 PM

Template looks awesome. I'd be happy to chip in too.



cuppy 22-Oct-19 03:36 PM

That's all good mate it's bloody lunch money



Alchemy\_Gamin 22-Oct-19 03:37 PM

does the repo work?

@Ryan420 the link to the repo will be in your email i believe



Ryan420 22-Oct-19 03:39 PM

the rmit email?

oh I see thanks



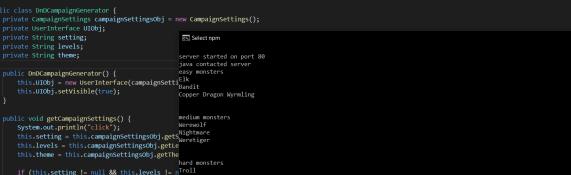
Alchemy Gamin 22-Oct-19 03:39 PM

which ever you used for github



config 22-Oct-19 04:42 PM

hardest part of backend done. we got our random monsters by challenge rating, yeet



The screenshot shows an IDE interface with the following details:

- Title Bar:** DnDCampaignGenerator.java - Visual Studio Code
- Code Editor:** The code is for a `DnDCampaignGenerator` class. It includes imports for `java.util.Scanner`, `java.util.ArrayList`, `java.util.List`, `java.util.Random`, and `java.util.concurrent.CopyOnWriteArrayList`. The class contains methods for generating campaigns based on user input for setting, theme, and level.
- Output Panel:** Shows the command-line output of running the program with various inputs like "medium", "easy", "10", "Copper Dragon Myrmiling", and "Balute".
- Terminal:** Shows the command `java -jar DnDCampaignGenerator.jar`.
- Status Bar:** Includes icons for file operations, a search bar, and system status like battery level and network connection.



Ryan420 22-Oct-19 04:42 PM

Nice. Flexing those java skills lol

---



config 22-Oct-19 04:43 PM

getting there lolz

---



cuppy 22-Oct-19 05:00 PM

nice man good job

---



config 22-Oct-19 05:02 PM

so get starting equipment will be like a few lines of code because they've already set up a route for that. ill have to figure out how to sort items by rarity, but i imagine it'll be very similar to the monster sorting code. maybe based on gp value or something.

time to watch matthew mercer for motivation =]

---



cuppy 22-Oct-19 05:03 PM

nice man. oh god now i got you hooked haha

---



config 22-Oct-19 05:03 PM

ive played with some good dms at this point, but he's pretty next level

---



cuppy 22-Oct-19 05:04 PM

yeah he'e been doing it for a while haha.

---



config 22-Oct-19 06:03 PM

just finished his campaign with stephen colbert. that was lit



cuppy 22-Oct-19 06:34 PM

yeah nice. there are a lot of mercer videos haha



cuppy 22-Oct-19 06:42 PM

can someone help me figure out how long we can have the themeforst code for, is it like a rent template thing.



Ryan420 22-Oct-19 06:43 PM

**Regular License** SELECTED

**\$17**

Use, by you or one client, in a single end product which end users **are not** charged for.

The total price includes the item price and a buyer fee.



cuppy 22-Oct-19 06:43 PM

yeah so what does it mean?

so if i buy it, i can use it 1 time



Ryan420 22-Oct-19 06:43 PM

I think so



cuppy 22-Oct-19 06:44 PM

ok i wonder how that will work uploading it to github

maybe i will try and find another



Ryan420 22-Oct-19 06:44 PM

I think its more of an agreement

---



cuppy 22-Oct-19 06:44 PM

ah right

ok so maybe not that bad then.

---



Ryan420 22-Oct-19 06:45 PM

looks alright

---



cuppy 22-Oct-19 06:45 PM

i was just trying to find a rpg theme

---



config 22-Oct-19 08:28 PM

you guys get a website up for a3 already?

---



cuppy 22-Oct-19 08:29 PM

so i got the code but was having a look at it. its a little out there. il put it to github for you to have a look

---



config 22-Oct-19 08:29 PM

your wordpress code? if it's wordpress, not sure if github pages will support it

---



cuppy 22-Oct-19 08:30 PM

its not wordpress

---



config 22-Oct-19 08:32 PM

cool. ill check it out



cuppy 22-Oct-19 08:33 PM

ok so the folder has too many files and i cant upload it?



config 22-Oct-19 08:33 PM

is one of those folders a node\_modules folder per chance?



cuppy 22-Oct-19 08:34 PM

i dont think so hang on

whats your email? only way i can send it to you



config 22-Oct-19 08:35 PM

jamesrobertsdeveloper@gmail.com 😊



cuppy 22-Oct-19 08:36 PM

thank you

ok i cant send that either its too big

any other way of sending it

or maybe i just go with a more simple template



config 22-Oct-19 08:38 PM

hmm what about dropbox or something



Ryan420 22-Oct-19 08:38 PM  
try uploading it to google drive  
then hit share



config 22-Oct-19 08:38 PM  
true



cuppy 22-Oct-19 08:43 PM  
<https://www.dropbox.com/sh/eagddkd8zo74m7m/AABtBqokkHXCnDYZwOoiXtpJa?dl=0>

Dragonite template  
Shared with Dropbox



does that work. i've never used dropbox



Ryan420 22-Oct-19 08:43 PM  
it works



cuppy 22-Oct-19 08:43 PM  
cool thanks ryan

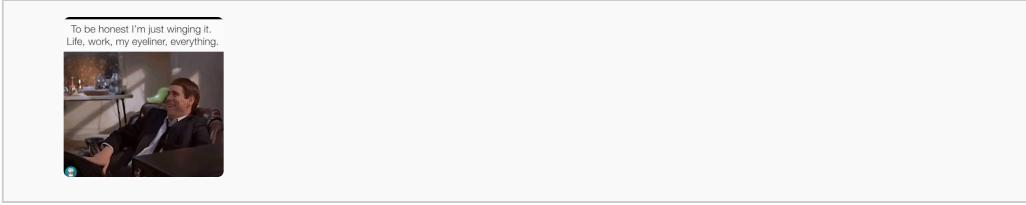


config 22-Oct-19 08:44 PM  
downloading 😊



cuppy 22-Oct-19 08:44 PM

<https://tenor.com/view/winging-it-life-work-hanging-on-barely-making-it-gif-12981296>



cuppy 22-Oct-19 08:51 PM

what do you think?



config 22-Oct-19 08:54 PM

that is next level beautiful and perfect for our app. jesus. also, im really dumb. tries to open index.html directly from the zip and cant figure out why it wont work lmao



cuppy 22-Oct-19 08:54 PM

ok cool. glad i picked well.



config 22-Oct-19 08:55 PM

looks like a lot of the file size was from the PSD / docs folder. i think the dev included the original photoshop files core html folder is only 3.65megs this is totally doable



cuppy 22-Oct-19 08:55 PM

ok i tried to just add the css folder and it said that had too many files



config 22-Oct-19 09:01 PM

i can see he's really fragmented that css. hopefully we can figure something out



cuppy 22-Oct-19 09:02 PM

yeah so when i seen it. i was like wow, maybe a more simple template would maybe be better

---



config 22-Oct-19 09:19 PM

i really do want to use that if possible. do you think the markers would care if we hosted the site on azure or something?

i think it would probably be simple enough to add our content to once we remove their default stuff

---



cuppy 22-Oct-19 09:20 PM

ok mate we can do that. um im not sure about the azure stuff.

---



config 22-Oct-19 09:20 PM

gah, they probably do just want us using github pages but

---



cuppy 22-Oct-19 09:20 PM

yeah thats what i was thinking

is it possible through github?

---



config 22-Oct-19 09:21 PM

ill test

---



cuppy 22-Oct-19 09:21 PM

ok

---



config 22-Oct-19 09:25 PM

<https://jamesrpublications.github.io/testdab.github.io/> does this look right, jamie?

### Dragonic: The Ultimate One-Page Premium Gaming Template

Enrich your precious game by complimenting it with the website it truly deserves. Promote your game's iconic characters, deep & sophisticated gameplay, complex strategies, engulfing quests with rich NPCs and malicious foes, with the most visual way possible through Dragonic's...



cuppy 22-Oct-19 09:26 PM

yeah mate it does, how did you do that



config 22-Oct-19 09:26 PM

not sure haha

but we golden now



cuppy 22-Oct-19 09:26 PM

ok cool



config 22-Oct-19 09:26 PM

hmm should I make a new repo in our organisation with a non meme name?



cuppy 22-Oct-19 09:26 PM

yeah we already have a repo up



config 22-Oct-19 09:30 PM

ill push to that hold up



cuppy 22-Oct-19 09:32 PM

looks good to me



config 22-Oct-19 09:32 PM

<https://introduction-to-information-technology.github.io/lITA3.github.io/> yeet

### Dragonic: The Ultimate One-Page Premium Gaming Template

Enrich your precious game by complimenting it with the website it truly deserves. Promote your game's iconic characters, deep & sophisticated gameplay, complex strategies, engulfing quests with rich NPCs and malicious foes, with the most visual way possible through Dragonic's...

that's another thing out the way 😊



cuppy 22-Oct-19 09:34 PM

yeah man, and i just pulled it



config 22-Oct-19 09:36 PM

feeling damn good about this assignment



cuppy 22-Oct-19 09:36 PM

yeah cause its the last one haha



config 22-Oct-19 09:36 PM

😊 we still got a presentation



cuppy 22-Oct-19 09:36 PM

yeah i kno

know\*



Alchemy\_Gamin 22-Oct-19 09:37 PM

Oh god



cuppy 22-Oct-19 09:37 PM

its only 5 minutes



Alchemy\_Gamin 22-Oct-19 09:39 PM

What does it involve



cuppy 22-Oct-19 09:40 PM

a 5 minutes video on the project idea for A3

im pretty sure

um soooo in A3 we need to plan for a project idea, would we get marked down for actually making it?  
or do we just show the planning phase



cuppy 22-Oct-19 10:02 PM

ok forget all the ^^ stuff i just said, i just read the project part of A3.



Alchemy\_Gamin 22-Oct-19 10:10 PM

Lol



config 22-Oct-19 10:10 PM

i promise you'll be better than understanding that than me. ive read that assignment pdf like 4 times



Alchemy\_Gamin 22-Oct-19 10:11 PM

I havent read it yet

James have you applied for exams yet?

---



cuppy 22-Oct-19 10:11 PM

lol haha ok

---



config 22-Oct-19 10:13 PM

no how do i do that lolz

oh ive booked a venue. looks like it's 26th of november

---



cuppy 22-Oct-19 11:21 PM

ok mt head is about to explode. can someone look at the code and tell me where i could change the background image on the website. the white part saying 1920x1080

---



config 22-Oct-19 11:52 PM

line 3393 of styles.css. looks like all the .scss files have been precompiled into this one style sheet

sorry, that was driving me crazy too. i usually work with scss, but i kept trying to edit them and wondering why nothing was happening.

---



cuppy 22-Oct-19 11:53 PM

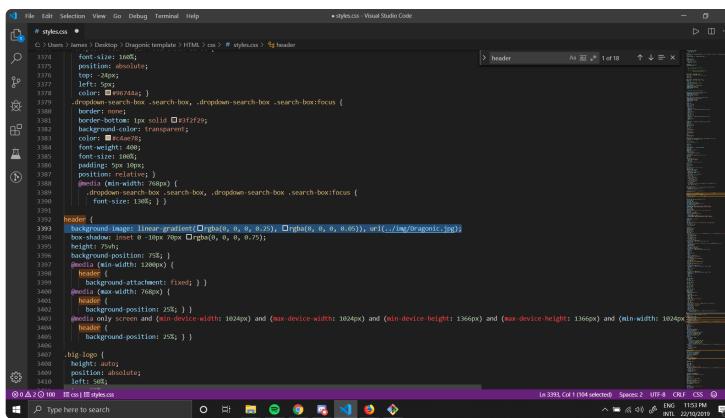
So I would need to find the right file to change it?

---



config 22-Oct-19 11:53 PM

this line here



```
File Edit Selection View Git Debug Terminal Help
style.css
C:\Users\James\Desktop\Drapic template>HTML>css># style.css > header
3375 font-size: 16px;
3376 position: absolute;
3377 top: 2px;
3378 left: 5px;
3379 color: transparent;
3380 dropdown-search-box, search-box, .dropdown-search-box, .search-box:focus {
3381 border: none;
3382 border-bottom: 1px solid #f7f7f7;
3383 background-color: transparent;
3384 color: #e6e6e6;
3385 font-size: 16px;
3386 padding: 5px 10px;
3387 font-size: 16px;
3388 position: relative;
3389 & media (min-width: 768px) {
3390 dropdown-search-box, search-box, .dropdown-search-box, .search-box:focus {
3391 background: linear-gradient(rgba(0, 0, 0, 0.25), rgba(0, 0, 0, 0.75));
3392 box-shadow: inset 0 -10px 10px #fff;
3393 background-position: 75px;
3394 background-position: 75px;
3395 background-position: 75px;
3396 background-position: 75px;
3397 background-position: 75px;
3398 background-position: 75px;
3399 background-attachment: fixed;
3400 background-size: 100px;
3401 background-position: 25%; }
3402 media only screen and (min-device-width: 1024px) and (max-device-width: 1024px) and (min-device-height: 1366px) and (max-device-height: 1366px) and (min-width: 1024px) and (max-width: 1024px) and (min-height: 1366px) and (max-height: 1366px) {
3403 background-position: 25%; }
3404 background-position: 25%; }
3405 .big-logo {
3406 height: auto;
3407 width: 100px;
3408 left: 50px;
3409 top: 50px;
3410 }
```



cuppy 22-Oct-19 11:53 PM

Ok that's easier then



config 22-Oct-19 11:53 PM

nah, just edit style.css. we good



cuppy 22-Oct-19 11:54 PM

Wicked thank you. Now that I know that thing exists haha



Ryan420 22-Oct-19 11:55 PM

For the video maybe we can make a storyboard/script for the draft



cuppy 22-Oct-19 11:56 PM

Yeah I was wondering what we could put there. That's a good idea



Ryan420 22-Oct-19 11:56 PM

To do that we should flesh out the project idea first



config 22-Oct-19 11:57 PM

looks like you can delete everything except the vendors folder and style.css in the /css folder.  
the dev who made this is pretty god tier at style code like damn

---



Ryan420 22-Oct-19 11:58 PM

front end wizard

does it use bootstrap?

---



config 22-Oct-19 11:58 PM

yep

i think the dev who made this designed his own font set. the level of detail and time, my god (edited)

---



Ryan420 23-Oct-19 12:00 AM

yeah thats nuts

---



cuppy 23-Oct-19 12:09 AM

Well I'm glad you two are going to have fun.

---



cuppy 23-Oct-19 07:16 AM

yeah so i went through the styles.scss file and i could not find the image i was looking for. would there be another place it might be hiding?

---



Alchemy\_Gamin 23-Oct-19 11:26 AM

i just pulled

---



cuppy 23-Oct-19 12:21 PM

hey guys any chance of sending me a photo of you guys to put on the website



config 23-Oct-19 12:22 PM

Can we just use the photos from the previous one or do you want new ones?



cuppy 23-Oct-19 12:23 PM

oh yeah didnt think of that. thanks james. forgot we put them there



config 23-Oct-19 12:26 PM

this vr stuff is getting me so hyped lmao



cuppy 23-Oct-19 12:28 PM

i know right haha. i love playing my saber beats game  
so same quotes as last time??



Alchemy\_Gamin 23-Oct-19 12:29 PM

i wish i could play vr



config 23-Oct-19 12:31 PM

im okay with this



Alchemy\_Gamin 23-Oct-19 12:32 PM

i think we should find new qoutes



cuppy 23-Oct-19 12:33 PM

ok well think of one and give it to me

---



Alchemy\_Gamin 23-Oct-19 12:34 PM

can it be anything?

---



cuppy 23-Oct-19 12:35 PM

yeah man 😊

it just had quotes on the theme so i thought why not just keep them there

---



Alchemy\_Gamin 23-Oct-19 12:35 PM

Gamers don't die, they respawn.

XD

---



cuppy 23-Oct-19 12:35 PM

done 😊

ok so what titles do we wanna have

---



Alchemy\_Gamin 23-Oct-19 12:42 PM

well monsters would have to be one

---



cuppy 23-Oct-19 12:43 PM

sorry i ment like job titles. within the website

---



Alchemy\_Gamin 23-Oct-19 12:43 PM

ohh



cuppy 23-Oct-19 12:44 PM

if you look down the bottom of the page there will be three people so to speak. and they have job titles



Alchemy\_Gamin 23-Oct-19 12:44 PM

ah i see

maybe keep the same ones?



cuppy 23-Oct-19 12:44 PM

ok then 😊



Alchemy\_Gamin 23-Oct-19 12:45 PM

or update them if people dont wanna be the same thing XD



cuppy 23-Oct-19 12:45 PM

maybe not they dont really apply



Alchemy\_Gamin 23-Oct-19 12:45 PM

meaning?



cuppy 23-Oct-19 12:47 PM

well you have lead game designer and Senior VFX Artist



Alchemy\_Gamin 23-Oct-19 12:47 PM  
oh yeah good point  
not to mention there is only 3 slots

---



cuppy 23-Oct-19 12:47 PM  
its all good i have made 4 just waiting to get all info then il push

---



Alchemy\_Gamin 23-Oct-19 12:48 PM  
ah okay  
omg the first video yyou have to watch for this weeks modules  
about Augmented reality as fast as poossible

---



cuppy 23-Oct-19 12:50 PM  
ive alrady done them

---



Alchemy\_Gamin 23-Oct-19 12:50 PM  
the guy who does that video is the same guy i watch when im bored  
XD

---



cuppy 23-Oct-19 12:50 PM  
yeah linus?

---



Alchemy\_Gamin 23-Oct-19 12:50 PM  
yeha

---



cuppy 23-Oct-19 12:50 PM

i love LTT

---



Alchemy\_Gamin 23-Oct-19 12:51 PM

ive seen like every video

---



cuppy 23-Oct-19 12:51 PM

ive been taking my time, i dont wanna run out haha  
same with the tech lead

---



Alchemy\_Gamin 23-Oct-19 12:52 PM

not sure about that one

---



cuppy 23-Oct-19 12:52 PM

i love it because he is up himself

---



Alchemy\_Gamin 23-Oct-19 12:54 PM

yes XD

even in the videos for this hes sponsored

wait what are we ment to right about? whats it mean by applications of application

---



cuppy 23-Oct-19 01:00 PM

which task are you talking about

---



Alchemy\_Gamin 23-Oct-19 01:01 PM

the first one

ar



cuppy 23-Oct-19 01:03 PM

so if you read some of the posts at the bottom, it just wants you to find a AR application already in use, and further explain where the application could take us in the future



Alchemy\_Gamin 23-Oct-19 01:03 PM

oh okay



cuppy 23-Oct-19 01:03 PM

does that help



Alchemy\_Gamin 23-Oct-19 01:03 PM

you did google glass



cuppy 23-Oct-19 01:03 PM

yeah



Alchemy\_Gamin 23-Oct-19 01:04 PM

im guessing they are like sun glasses



cuppy 23-Oct-19 01:04 PM

yeah but you can see things in the glass others cant



Alchemy\_Gamin 23-Oct-19 01:04 PM  
ah okay

---



cuppy 23-Oct-19 01:04 PM  
you should youtube them, its really cool

---



Alchemy\_Gamin 23-Oct-19 01:04 PM  
i will  
im notsure if theyll be useful or annoying

---



cuppy 23-Oct-19 01:08 PM  
then debate me in the forum then 😊  
cause you can

---



Alchemy\_Gamin 23-Oct-19 01:11 PM  
smart glasses aye, im gonna debate XD

---



cuppy 23-Oct-19 01:12 PM  
ok then 😊

---



Alchemy\_Gamin 23-Oct-19 01:12 PM  
if i debate id do it in a reply to your comment yeah?

---



cuppy 23-Oct-19 01:12 PM

yeah mate



Alchemy\_Gamin 23-Oct-19 01:14 PM

do i have to do my own comment two if i was to debate you ?



cuppy 23-Oct-19 01:28 PM

im not sure about that bit



cuppy 23-Oct-19 03:03 PM

hey guys fresh pull required

so i have one problem, i can't get 4 people to span across the page. so i doubled one persons code in one <section> if someone has any ideas, that would be great

The screenshot shows a dark-themed website with four quotes arranged horizontally. Each quote consists of a small portrait photo, a double引号 (double quotes) enclosing the quote text, and the developer's name and title below it.

- JAMES ROBERTS, LEAD DEVELOPER**  
When people comment on Dragonic's difficulty, I always reply 'The armor of a true knight, is not shiny - only battle worn'.
- BRANDON ANDERSON, SENIOR VFX ARTIST**  
Gamers don't die, they respawn.
- RYAN CETINSKI, LEAD GAME DESIGNER**  
People ask me why I work such long hours and I find myself quoting the same thing - I simply adore making games.
- JAMIE WALTERS, LEAD GAME DESIGNER**  
Ok i'm rolling to see if I care ... Ok I care.

```
div class="row">
  <sec>
    <col>
      
      <blockquote>
        When people comment on Dragonic's difficulty, I always reply 'The armor of a true knight, is not shiny - only battle worn'.
      </blockquote>
      <p><strong>James Roberts</strong>, Lead Developer</p>
    </col>
  </sec>
  <sec>
    <col>
      
      <blockquote>
        Gamers don't die, they respawn.
      </blockquote>
      <p><strong>Brandon Anderson</strong>, Senior VFX Artist</p>
    </col>
  </sec>
  <sec>
    <col>
      
      <blockquote>
        Ok i'm rolling to see if I care ... Ok I care.
      </blockquote>
      <p><strong>Jamie Walters</strong>, Lead Game Designer</p>
    </col>
  </sec>
  <sec>
    <col>
      
      <blockquote>
        People ask me why I work such long hours and I find myself quoting the same thing - I simply adore making games.
      </blockquote>
      <p><strong>Ryan Cetinski</strong>, Lead Game Designer</p>
    </col>
  </sec>

```



config 23-Oct-19 03:17 PM

if you make brandon's quote a bit longer, you'll sit perfectly in line. I was thinking this would happen when i looked at

the layout. we could try having two pictures per line

---



cuppy 23-Oct-19 03:17 PM

thats what i was thinking but i still wouldnt know what to do

---



config 23-Oct-19 03:19 PM

i'll fix it hold up, just pulled  
dont edit anything

---



cuppy 23-Oct-19 03:19 PM

hey james is there a way to add like invisable letters to move the photo down

---



config 23-Oct-19 03:23 PM

just pushed. let me know how it looks to you

---



cuppy 23-Oct-19 03:23 PM

yeah wicked that looks good

---



config 23-Oct-19 03:23 PM

looks like we're all going to need the same length quotes or it will look uneven  
invisible letters, i think so. there's blank / zero width ascii characters you could use, but it's a pretty hacky practice  
team page looks lit  
thanks so much for getting the ball rolling. promise i've almost got all my other tasks out the way, and ill just be able  
to pump this out  
oh nice, my html changes instantly translate to mobile friendly too

---



cuppy 23-Oct-19 03:26 PM

yeah i looked at the theme before i brought it, it said its very responsive to all screen sizes

---



config 23-Oct-19 03:27 PM

i appreciate you investing in this assignment, hey

---



cuppy 23-Oct-19 03:27 PM

i only like to help where i can cause im not as good as you guys, so il add where i can 😊  
and im happy cause i have 3 days of this week,

---



config 23-Oct-19 03:27 PM

you wrote like more than half of a2 😁

those tech topics, so length

rip out of vape juice

---



cuppy 23-Oct-19 03:29 PM

that was the easy part, its all this code stuff that is getting me confused, but im learning a lot just playing and getting you to explain stuff

oh no, i always have a vast supply

---



config 23-Oct-19 03:30 PM

you definitely didnt pick the easiest theme to work with for a beginner. like bootstrap is a responsive css framework that also has jQuery and javascript as a dependency to make certain bootstrap elements work. the theme also uses compiled css and it looks like he's using another css framework on top of that. you're doing good just to edit these files, man. pretty confusing stuff

---



cuppy 23-Oct-19 03:31 PM

oh sorry it was just the coolest looking theme,

---



config 23-Oct-19 03:31 PM

nah, man, i like it.



cuppy 23-Oct-19 03:32 PM

ok cool 😊

im also learning a lot from that podcast i listen too.



config 23-Oct-19 03:32 PM

i use bootstrap and scss in every react project i make, which helps looking at this stuff, but at first, i kept trying to edit the raw scss files and being like why won't the site change lmao



cuppy 23-Oct-19 03:33 PM

yeah right.



config 23-Oct-19 03:33 PM

if we don't get full marks for this assignment, there's no god 😂

i feel like a2 should be marked quite high too. definitely overkill what we did



cuppy 23-Oct-19 03:34 PM

haha yeah i was thinking that too.

i just hope we dont get our mark like days before our a3 is due



config 23-Oct-19 03:37 PM

aren't we like meant to incorporate their feedback somehow? we totally still need your partner to try decode their instructions a bit



cuppy 23-Oct-19 03:42 PM

so ok this a3 is just an expanded version of a2 just more detail thats all.  
its actually really simple.  
its just we are stressing and over thinking things

---



config 23-Oct-19 03:44 PM

that's good to know

---



cuppy 23-Oct-19 03:45 PM

sooooo does that make sense?

---



config 23-Oct-19 03:45 PM

somewhat :D. the main thing i dont understand is what goes in the pdf report and what goes on the website

---



cuppy 23-Oct-19 03:45 PM

ok hang on il look at that now

---



cuppy 23-Oct-19 03:56 PM

ok so the only thing i dont like is that it says that we need to update a2 website. hmm i will get the mrs to have a look tonight.

---



config 23-Oct-19 04:07 PM

thanks man

---



cuppy 24-Oct-19 03:22 PM

anyone working on A3?

@everyone fresh pull, i added a team logo for your revision.

---



config 24-Oct-19 03:27 PM

almost finished my a3 for programming, which is essentially the app we're working on but in java. we could potentially hand this in as another artefact in addition to the web app.

---



cuppy 24-Oct-19 03:28 PM

oh wicked as, so what does the last bit mean?

---



config 24-Oct-19 03:29 PM

it means we'll have a java version of this app that can run on desktop and a web version of this app that can run in web browsers. having multiple versions to hand in surely is a good thing

---



cuppy 24-Oct-19 03:29 PM

oh thats awesome as 😊

---



config 24-Oct-19 03:29 PM

regardless, will be ready to work on web app soon by the looks of it 😊

---



cuppy 24-Oct-19 03:32 PM

well i just increased some css skills adding that photo haha.

---



config 24-Oct-19 03:32 PM

i like the new logo btw

---



cuppy 24-Oct-19 03:32 PM

do you think its a bit too much

---



config 24-Oct-19 03:33 PM

my only suggestion would be to try save it as .png instead of gif if you still have the source project file. .png tends to be pretty hq.

---



cuppy 24-Oct-19 03:35 PM

ok hang on

ok changed it

but it didnt change much.

---



config 24-Oct-19 03:43 PM

ah gotcha

what are you guys all up to?

---



cuppy 24-Oct-19 03:47 PM

well im binging scorpion and updating everything on my gaming laptop. what you up to?

---



config 24-Oct-19 03:49 PM

got all the monsters from the node server into the java program and formatted everything. all i have to do is write some stories tomorrow and mix these monsters in, and my programming assignments done, which puts me well ahead of the game 😊

```
file Edit Selection View Go Debug Terminal Help
DnDCampaignGenerator.java - Visual Studio Code
server.js DnDCampaignGenerator.java Monitor.java
C:\Users\James\Documents\Academics\Intro to Programming\Assignment 3> DnDCampaignGenerator.java > makeMonsterArray(SCNArray)
72 System.out.println(easyMonsterArray[1].getMonster());
73 System.out.println("v");
74 System.out.println(easyMonsterArray[2].getMonster());
75

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
Hard Monsters:
name: Werewolf
type: humanoid
size: Medium
hitpoints: 10
initiative: 10
alignment: neutral
speed: 30 ft., burrow 10 ft.
climb: 30 ft., climb 30 ft. in bear or hybrid form
dexterity: 10
constitution: 17
intelligence: 11
wisdom: 12
charisma: 11
attack: {"attack_bonus":0,"name":"Multiattack","desc":"The werewolf makes three claw attacks and one bite attack."}

name: Monitor
type: Elemental
size: Medium
hitpoints: 70
initiative: 7
alignment: neutral
speed: 20 ft., burrow 10 ft.
climb: 20 ft., climb 20 ft.
dexterity: 10
constitution: 22
intelligence: 11
wisdom: 12
charisma: 11
attack: {"attack_bonus":0,"name":"Multiattack","desc":"The monitor makes three claw attacks and one bite attack."}

DnDCampaignGenerator.java [15/11/19 8:23:44 PM]
Le 34 Col 19 Spaces: 4 UTF-8 CR LF Java 32-bit Blazor Q1
Type here to search
```



cuppy 24-Oct-19 03:50 PM

thats so call man, good job 😊 il be writing my campaign easier soon 😊



config 24-Oct-19 03:50 PM

should be lit

some more advanced features later on would be sorting monsters by type. for example, you're probably not going to find a fae in a mostly human city or some other mythical beast



cuppy 24-Oct-19 03:51 PM

well it is fantasy so you never know haha



config 24-Oct-19 03:51 PM

but the core features of the app are fine. this is just meant to be a prototype, afterall that makes me feel better, man. i was worrying about this lol  
you're right, yeah



cuppy 24-Oct-19 03:52 PM

yeah and they said advance the project as far as possible, so im pretty sure a working project is much better than most will have



config 24-Oct-19 03:53 PM  
so true



cuppy 24-Oct-19 03:55 PM  
so when i was in thialand i found this gaming laptop which was \$1600aus here but \$850aus there, so i brought it. but havent had it on for a while and it was so slow. so needed to update win 10 and drivers.



config 24-Oct-19 03:58 PM  
damn, my dude. i need to do some travel. what was thailand like? i kind of what to roll survival irl over there and eat random bugs from street vendors just for the experience haha. did you try haggle the price down further or is that not a thing there?



cuppy 24-Oct-19 03:59 PM  
i did try but it was a proper retail store, but yeah it was great we went to phuket, haggled everything else. eat some random shit. was a good trip.



config 24-Oct-19 04:02 PM  
sounds like heaps of fun 😊



cuppy 24-Oct-19 04:02 PM  
it was man, but all the places i have been japan was still the best trip i had. just because of the rich culture and modern tech



cuppy 24-Oct-19 04:14 PM  
only thing that sucks abour the laptop is that it has thai keys on the keyboard and they get confusing



config 24-Oct-19 04:21 PM

that still looks heaps cool man



cuppy 24-Oct-19 04:25 PM

yeah ive been trying to google paint that wont effect the keys of the display when its folded to paint over the thai letters

i think just some plastic paint should do hopefully



config 24-Oct-19 04:54 PM

that's a good idea



Alchemy\_Gamin 24-Oct-19 05:37 PM

Nice computer



cuppy 24-Oct-19 05:37 PM

thanks. id show you my setup by my desk is a mess haha



Alchemy\_Gamin 24-Oct-19 05:39 PM

I'll show mine when i get home tonight



cuppy 24-Oct-19 05:40 PM

lol "il show you mine if you show me yours"

---



config 24-Oct-19 05:40 PM



Alchemy\_Gamin 24-Oct-19 06:45 PM

Okay 😊 cant tell if that was a dig

---



cuppy 24-Oct-19 06:45 PM

no just a quote from movies

---



Alchemy\_Gamin 24-Oct-19 06:45 PM

Ah okay

---



Alchemy\_Gamin 24-Oct-19 08:22 PM





cuppy 24-Oct-19 08:27 PM

nice clean setup

---



Alchemy\_Gamin 24-Oct-19 08:27 PM

im ocd so i need to keep it clean

---



Ryan420 25-Oct-19 11:24 AM

So boys I was thinking I might get started on a draft for the presentation

<https://rmit.instructure.com/courses/56532/assignments/373728>

It says it might be good to cover some of these areas:

- Identification / Description
  - Need / Want / Users/Market
  - Innovation
  - Mechanics/Design
- 



cuppy 25-Oct-19 11:28 AM

so this is the 5 minutes video yes?

---



Ryan420 25-Oct-19 11:28 AM

up to 5 mins

---



cuppy 25-Oct-19 11:28 AM

and its about project idea?

---



Ryan420 25-Oct-19 11:28 AM

yes

---



cuppy 25-Oct-19 11:29 AM

cool, well there is a lot to talk about



Ryan420 25-Oct-19 11:29 AM

It's just a draft so it doesn't need to be exact, but it would be good to get a rudimentary script and storyboard out  
yep

also I don't think the draft is marked but they will deduct marks if no draft is submitted



cuppy 25-Oct-19 11:44 AM

so what would you like me to do ryan?



Ryan420 25-Oct-19 12:05 PM

Maybe we could start by moving through some of those dot points, then we can use that to write a script



config 25-Oct-19 12:07 PM

writing the modular parts that get combined to make the campaigns today



Ryan420 25-Oct-19 12:08 PM

alright sweet



cuppy 25-Oct-19 12:14 PM

so the identification would be the name of the product?



Ryan420 25-Oct-19 12:19 PM

I guess so. What are we naming it?

---



cuppy 25-Oct-19 12:22 PM

"write your own campaign 5E D&D."

"Campaign builder 5e D&D"

---



config 25-Oct-19 12:23 PM

Offtopic, but ordered batteries and juice from vapo on wednesday, arrived today. Damn DHL is fast 😊

---



cuppy 25-Oct-19 12:23 PM

"organised campaign builder 5e D&D"

yeah nice. i told you they were fast, and the express price really is not that much

---



config 25-Oct-19 12:24 PM

only getting express in future

---



cuppy 25-Oct-19 12:25 PM

yep haha 😊

---



config 25-Oct-19 12:26 PM

man lithium batteries come in a hectic box full of warnings. i guess they are a dangerous item to ship

---



cuppy 25-Oct-19 12:26 PM

yeah they need it to get into aus from memory

---



config 25-Oct-19 12:46 PM

The student success team from open universities just called me. I told them me and a number of students have expressed interest in how valuable it would be for future web developers / designers to have access to the Adobe Suite for free. She said she'll ask around :dab:



cuppy 25-Oct-19 12:47 PM

woot woot i got a call before and missed it



Alchemy\_Gamin 25-Oct-19 12:58 PM

same i just got off the phone



cuppy 25-Oct-19 12:59 PM

wish i got the call



config 29-Oct-19 05:30 PM

second campaign down

```
DND CAMPAIGN GENERATOR
```

Setting: Desert  
Starting Level: 11-15  
Theme: D&D  
Build Campaign: GENERATE

The desert city of Scratine is one of the most dangerous cities in the land, and yet, one of the safest. After the Great War, the city's obscurity, the wealth of solars on both sides of the wall were left without a livelihood, without a purpose. Some wandered the vast sands making their way with Appalachian lawlessness, and others became sell swords.

The most central oasis within the sands became a natural junction, a resting place. As these former soldiers gathered, so did merchants and service workers. The city was built in a dark, jagged and blue hot meaning, and over time, a new uniform of purple and black emerged in the shanty town.

dexterity: 10  
intelligence: 17  
sleight of hand: 12  
charisma: 12  
armor (black bones): "b", "name": "Multiattack", "desc": "In bear form, the warboar makes two claw attacks. In humanoid form, it makes two greatest attacks. In hybrid form, it can attack like a bear or

```
DotNetLanguageIntegrated - Visual Studio Code
```

```
<!-- DotNetCampaignGenerator.java > <!-- DotNetCampaignGenerator > <!-- conditionallyGenerateCampaign() -->  
enter on rough stones among a purple crowd, you're a little too conspicuous on this "wall".  
The city is built in a dark, jagged and blue hot meaning, and contributed a percentage of their first successful "+  
rogue looks directed at your party..."+
```

and a formidable looking woman effortlessly climbs the waist height sheer while wearing plated +  
ay of strength that doesn't go unnoticed. The crowd begins to cheer and sound a rhyme by smashing +  
it starts slow and becomes faster as she approaches the center of the podium before it abruptly stops..."+

ily close this month." "I do logins," said I think I know why. I think too many of you are taking the easy" +  
engrils in indignant exclamations... "+

all of whom it's likely only a handful not pulling their weight, which is why I'm opening recruitment again," +  
standing at the edge of the congregation yells, "We don't need help from any outsiders!" "+  
and cheering... "+

the outlaws call. "Needless to say, now initiates will earn the uniform, just like all of you," "+  
I think again? There's silence as if the know what their objections were likely to be well in advance." +  
directly at your group and so is every other set of eyes. Truthfully, your group really only attended the meeting "+  
a seat to back away from your party until you're standing in a circle, completely exposed." +  
at you didn't come to Scratine for sightseeing." Savage laughter erupts around you." +



Alchemy\_Gamin 29-Oct-19 05:38 PM

Sorry guys im out of service i got no computer



config 29-Oct-19 05:39 PM

sorry to hear. hope you're able to get a replacement sometime soon 😞



Alchemy\_Gamin 29-Oct-19 05:40 PM

Well i got it but i need a part and dont have a spare

Omg i can wait to use this website XD



PokŽcord BOT 29-Oct-19 05:42 PM

Congratulations Brandon! Your Cranidos is now level 37!

Your Cranidos is now level 37!

What? Cranidos is evolving!

Your Cranidos has evolved into a Rampardos



Alchemy\_Gamin 29-Oct-19 05:44 PM

Lol



cuppy 29-Oct-19 06:32 PM

so what happen to the pc mate



PokŽcord BOT 29-Oct-19 06:32 PM

Congratulations Jamie!

Your Whiscash is now level 39!



Alchemy\_Gamin 29-Oct-19 07:11 PM

Need a new hdmi cord mine shat itself



cupy 29-Oct-19 09:13 PM

oh shit it you were in launceston, i have like 100 of them, im not even joking



config 30-Oct-19 07:52 PM

Finished the app is Java today. Server is hosted on Heroku. Working proof of concept

Just gotta make web UI, copy server code, and add starter items / loot generation

On track as far as time is concerned. That's A3 programming out the way.

```
C:\Users\James>Desktop\Academ\Intro to Programming\Assignment 3> DmCampaignGenerator.java > % DmCampaignGenerator.java > [make] make[makefile]

001
002     this.mediumMonstersArray = makeMonsterArray(mediumMonsters);
003
004     this.hardMonstersArray = makeMonsterArray(hardMonsters);
005
006     this.monsterCount = monsters.length;
007
008     this.level = 1;
009
010     this.levelString = "Level " + level;
011
012     error += "\n\n" + "Please wait for server connection successful!";
013
014     this.levelString += "\n\n" + "Getting monsters from server...\\n\\nPlease ready to use!";
015
016
017 } catch (Exception e) {
018
019     this.levelString += "\n\n" + "Getting monsters from server...\\n\\nPlease wait to use app";
020
021     String error = "Error: ";
022
023     error += "1." + e;
024
025     error += "\n\n" + "Possible server, connection, or API error.";
026
027     error += "\n\n" + "2." + "Our marker, this program relies on an internet connection";
028
029     error += "\n\n" + "3." + "Check if my server is down for whatever reason!";
030
031     error += "\n\n" + "4." + "Attempting to reconnect";
032
033     System.out.println(error);
034
035     makeMonsters();
036
037 }
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cuppy 30-Oct-19 08:57 PM

Oh wicked that is really cool :)



Alchemy\_Gamin 30-Oct-19 10:09 PM

im alive



cuppy 31-Oct-19 03:32 PM

Fresh pull my friends



Alchemy\_Gamin 31-Oct-19 03:36 PM

Is there anything i can do to help when i get home??



PokZcord BOT 31-Oct-19 03:36 PM

Congratulations Brandon!

Your Rampardos is now level 38!



cuppy 31-Oct-19 03:37 PM

Just changed the job titles of us and did something I'm not sure of. I changed our team photos to have a rounded edge and also put them in greyscale.

Not sure mate I'm at the airport atm. Was just playing with some stuff whilst having a beer



Alchemy\_Gamin 31-Oct-19 03:37 PM

Ah okay



Ryan420 05-Nov-19 04:38 PM

So what kind of presentation do we wanna do  
like a kickstarter ad type thing?



Ryan420 05-Nov-19 04:50 PM

pretty keen to start on the presentation so if we can get some footage of the program that would be awesome  
[@config](#)



config 05-Nov-19 06:31 PM

Program should do something by end of day / night. Just woke up due to fucking sleep  
I'll take a gif for you or something



Ryan420 05-Nov-19 06:32 PM

All good. No hurry

---



config 05-Nov-19 06:32 PM

Hells yeah

---



Alchemy\_Gamin 05-Nov-19 06:34 PM

you got a terrible sleep pattern dude

---



config 05-Nov-19 06:37 PM

^^^100%

---



Alchemy\_Gamin 05-Nov-19 06:58 PM

XD

---



cuppy 07-Nov-19 08:17 AM

hey guys did you end up getting some footage?

ok i got footage if you want it [@Ryan420](#)

---



cuppy 07-Nov-19 08:58 AM

<https://www.dropbox.com/s/d82fwablcnm62bn/footage%20of%20project.mov?dl=0>

[footage of project.mov](#)

Shared with Dropbox

^^ link for my dropbox footage of the project

---



Ryan420 07-Nov-19 12:05 PM

Alright! I'll get started on that tonight



cuppy 07-Nov-19 12:06 PM

was that what you were looking for?  
and i have started on the report.



Ryan420 07-Nov-19 12:06 PM

It works

I was thinking a kickstarter style presentation but I know they said they would prefer something a little more unique  
I'm not super creative when it comes to videos though



cuppy 07-Nov-19 12:11 PM

no its hard to create something unique these days, but kickstarter is a relatively new thing and something sort of unique.

so it works for me



cuppy 07-Nov-19 01:44 PM

you know the hardest part of this project is trying to explain how well we worked in a2. i hate talking about people and myself



PokZcord BOT 07-Nov-19 01:44 PM

Congratulations Jamie!  
Your Froakie is now level 12!



Alchemy\_Gamin 07-Nov-19 01:45 PM

i agree

im kinda confused with what we even have to do for this assignment



cuppy 07-Nov-19 01:49 PM

il write it and you guys can just change if you want. ive got a basic rundown of it

---



config 07-Nov-19 05:37 PM

will help with that

if there's a section on technology or something that goes into the app, happy to fill that all in

---



cuppy 07-Nov-19 05:38 PM

yeah cool. we were over complicating this assignments in our heads a little

---



config 07-Nov-19 05:41 PM

that's good to know

just took a look at the thing

doable for sure

---



config 07-Nov-19 07:02 PM

Two Part Submission:

Draft Script + Storyboard: Sunday of Week 10, 11:59PM (AEDT)

- SUBMIT UNDER 10.0.0 Assessment Task 5: Presentation. SAME SUBMISSION LINK for FINAL SUBMISSION

---

I think we're already late on this

We we meant to submit a draft for the presentation by sunday of last week

---



Alchemy\_Gamin 07-Nov-19 07:03 PM

ohh

---



cuppy 07-Nov-19 07:03 PM

I thought that got extended.



config 07-Nov-19 07:03 PM

no idea



cuppy 07-Nov-19 07:04 PM

7:04 7:04 68% Media Assignments

Upcoming assignments

- A3/5 Contribution**  
Week title placeholder  
A3/5 Contribution...  
Due: 17 Nov 2019 23:59
- 10.0.0 Assessment Task 5: Presentation**  
Home >  
10.0.0 Assessment Task 5: Presentation...  
Due: 17 Nov 2019 23:59
- 12.0.0 Assessment Task 4: Course Participation**  
Home >  
11.0.0 Assessment Task 4: Course Participation...  
Due: 17 Nov 2019 23:59
- 12.0.0 Assessment Task 3: Our IT Project**  
Home >  
Assessment Task 3: Our IT Project...  
Due: 17 Nov 2019 23:59

Past assignments

- A2 Contribution**  
Week title placeholder  
A2 Contribution...  
Due: 13 Oct 2019 23:59
- 7.0.0 Assessment Task 2: Team Project**  
Home >  
Assessment Task 2: Team Project...  
Due: 13 Oct 2019 23:59 **94/100**
- 3.0.0 Assessment Task 1: My Profile**  
Home >  
Assessment Task 1: My Profile



PokŽcord BOT 07-Nov-19 07:04 PM

Congratulations Jamie!

Your Froakie is now level 13!



config 07-Nov-19 07:05 PM

fingers crossed

---



cuppy 07-Nov-19 07:22 PM

Oh well nothing we can do now

---



Ryan420 07-Nov-19 07:28 PM

oh damn

---



cuppy 07-Nov-19 07:28 PM

Well we only get a deduction of marks so we will still get some at least

---



Ryan420 07-Nov-19 07:28 PM

I'll be making a draft anyway/

---



cuppy 07-Nov-19 07:29 PM

Ok mate I guess we can just submit it anyway

---



Alchemy\_Gamin 07-Nov-19 07:29 PM

yeah

---



config 07-Nov-19 07:30 PM

hell yeah

getting through this lecture on security aaa

---



Alchemy\_Gamin 07-Nov-19 07:37 PM  
huh?



config 07-Nov-19 07:38 PM  
oh this weeks content in intro to it



cuppy 07-Nov-19 07:38 PM  
Haven't even started any of that. Got two dogs that are bleeding cause they bit each other. I'm having a great day.



config 07-Nov-19 07:38 PM  
oh, man. sorry to hear 😞



Alchemy\_Gamin 07-Nov-19 07:38 PM  
damn  
and im half way through i think



cuppy 07-Nov-19 07:38 PM  
All g. Just gotta tend to them every 5 secs at the moment



cuppy 07-Nov-19 09:39 PM  
hey guys i need some info off you all, looking at A3 PDF, under the section Team Profile/Career plans, Can you please send me some info on this topic if you think your ideal job has changed or not?  
thanks in advance



Alchemy\_Gamin 07-Nov-19 09:41 PM

tbh as much i like the original job idea, i really enjoyed putting together the website

---



Ryan420 07-Nov-19 09:42 PM

Mine is the same. Unless it asks for more  
will check it all out soon

---



cuppy 07-Nov-19 09:58 PM

Career Plans

Compare and contrast the career plans, including ideal jobs, for each person in the group. This may have changed due to feedback from Assignments 1 and 2. What common elements are there, if any? What differentiates each position from the others, if anything? How similar or different are your career plans across the group? This is new for this assignment.

its this bit here ^^^

---



Ryan420 07-Nov-19 10:05 PM

alright then. I still want to be a software/web developer

---



cuppy 07-Nov-19 10:05 PM

alright mate il whip something up for you and get it back to you and see if your happy with it  
sound good?

---



Ryan420 07-Nov-19 10:06 PM

Sounds great

---



cuppy 07-Nov-19 10:06 PM

wicked

---



Alchemy\_Gamin 07-Nov-19 10:07 PM

i'll still be what i said too



cuppy 07-Nov-19 10:07 PM

ok then mate

and i doubt james has changed, but il wait till i hear form him  
from\*



Alchemy\_Gamin 07-Nov-19 10:07 PM

alrighty



config 07-Nov-19 11:47 PM

mine's the same

sorry was just watching lectures



cuppy 07-Nov-19 11:48 PM

All good mate. I thought it might have been



Ryan420 08-Nov-19 03:46 PM

man the marking criteria for the presentation is so ambiguous



Ryan420 08-Nov-19 04:29 PM

So guys one of the things i'll be talking about in the presentation is innovation. They way i will be phrasing it will be something like "With further funding these features will be added..."

What other features do you think this product can have beyond what the prototype shows? I've seen the ios and android versions and i think that's good (edited)



Alchemy\_Gamin 08-Nov-19 05:04 PM

maybe like a social page? where people can talk to others?

could have like a gallery of the monsters? like artwork or something?

---



Ryan420 08-Nov-19 05:05 PM

yeah maybe like "Can you make it to d&d this Saturday" type of thing

---



Alchemy\_Gamin 08-Nov-19 05:05 PM

idk im just spitballing

yeah

---



Ryan420 08-Nov-19 05:05 PM

You could mark going/can't go, like facebook events

Spitballing is what I want 😊

---



Alchemy\_Gamin 08-Nov-19 05:05 PM

or even if its a forum where experienced players can help new people

---



cuppy 08-Nov-19 05:06 PM

yeah you could add the social like tab and talk about the campaign, mark going/ not going.

could add like a add character sheet, so the dm can check if its going to be viable for the campaign

---



Alchemy\_Gamin 08-Nov-19 05:07 PM

the social aspect could be endless

---



PokZcord BOT 08-Nov-19 05:07 PM

Congratulations Brandon!  
Your Celebi is now level 29!



Alchemy\_Gamin 08-Nov-19 05:09 PM

the could be a section for fanart, putting together groups, help for new players, discussions on campaigns or something like that?



cuppy 08-Nov-19 05:11 PM

yeah like art for dungeon to set the visual and mood, could add PC art to see what they look like, or even NPC art



PokZcord BOT 08-Nov-19 05:11 PM

Congratulations Jamie! Your Froakie is now level 16!

Your Froakie is now level 16!

What? Froakie is evolving!

Your Froakie has evolved into a Frogadier



Alchemy\_Gamin 08-Nov-19 05:13 PM

yeah



Alchemy\_Gamin 08-Nov-19 05:38 PM

also

since we have the campaign builder, maybe we should also add the self campaign writer like the first original idea is it dungeons and dragons or dungeon and dragons?



cuppy 08-Nov-19 05:43 PM

dungeons and dragons

---



Alchemy\_Gamin 08-Nov-19 06:21 PM

cheers

---



config 08-Nov-19 06:37 PM

Can add more features as time goes on, if yall keen

Next week I'll have no other assignments except this to focus on, which is lit

---



Alchemy\_Gamin 08-Nov-19 06:38 PM

hopefully we all will

---



cuppy 08-Nov-19 06:40 PM

yeah same.

---



PokŽcord BOT 08-Nov-19 06:40 PM

Congratulations Jamie! Your Zorua is now level 40!

Your Zorua is now level 40!

What? Zorua is evolving!

Your Zorua has evolved into a Zoroark

---



Alchemy\_Gamin 08-Nov-19 06:40 PM

lol

---



cuppy 08-Nov-19 06:41 PM

i have told my boss i cant work next saturday, but i will have to work sunday

---



config 08-Nov-19 06:50 PM

how are your pups doing today, man? any more incidents

---



cuppy 08-Nov-19 06:53 PM

Na good today mate. There still.wormimg each other out

---



Alchemy\_Gamin 08-Nov-19 07:04 PM

it wants the big picture and outcomes of the project, should i add what we spoke about before about what it could evolve involve

---



Alchemy\_Gamin 08-Nov-19 07:12 PM

An overview of what you propose to do in your project.

does this mean what we hope it will eventually do? or the process of making it?

@here

---



cuppy 08-Nov-19 07:20 PM

Na thats in a different section. Outcome would be like we want all D&D players to use our software and make it enjoyable.

---



Alchemy\_Gamin 08-Nov-19 07:20 PM

ah okay

---



cuppy 08-Nov-19 07:22 PM

Does that make sense

---



Alchemy\_Gamin 08-Nov-19 07:22 PM

yeah thanks

---



Ryan420 08-Nov-19 07:30 PM

wait... my brain is so fried I thought it was due this sunday

my life just got a lot easier haha

---



cuppy 08-Nov-19 07:30 PM

lol nedxt sunday mate 😊

---



Alchemy\_Gamin 08-Nov-19 07:31 PM

ahah im just as stressde

---



PokŽcord BOT 08-Nov-19 07:31 PM

Congratulations Brandon!

Your Celebi is now level 33!

---



Ryan420 08-Nov-19 07:31 PM

thought I had this on sunday hahaha

---

17

10.0.0 Assessment  
Task 5: Presentation

12.0.0 Assessment  
Task 3: Our IT Project

12.0.0 Assessment  
Task 4: Course  
Participation

A3/5 Contribution

Assignment 2:  
Application Prototype  
Design

Assignment 3



cuppy 08-Nov-19 07:32 PM

nope. well at least its less stressful now mate



Ryan420 08-Nov-19 07:32 PM

yes. I'll keep up the work on the presentation now



config 08-Nov-19 08:25 PM



Alchemy\_Gamin 08-Nov-19 08:31 PM

hows this

Topic:

For this assignment the group of Newb Entity have decided to make a online program, this program allows the users to generate their own Dungeons and Dragons campaign.

With the feature of the campaign builder, users are required to enter a campaign setting, such us Snow, Desert and Mountains, the builder also requires the user to select the range of their champions level and a core theme, for example, Corruption, Glory and Darkness.

This project of ours has the potential to connect all the D&D players around the world to share their experiences, as well as to give their expertise and experiences with to any new players who want to become a player or the next Dungeon Master.

our groups biggest outcome goal in this project, is to reach out to all the Dungeons and Dragons champions, whether they are a rookie or a professional, and bring them together in one place.

please add to it, i dont think i have enough words (edited)



cuppy 08-Nov-19 08:33 PM

yeah i like it mate



Alchemy\_Gamin 08-Nov-19 08:33 PM

i stuffed up the edit lol



cuppy 08-Nov-19 08:35 PM

all good

ok so i went out on a limb and brought the adobe creative cloud. just to play around a bit and remembered that pdf comes with it. so im happy haha



config 08-Nov-19 08:43 PM

i almost signed up for that the other day. maybe when i get paid 😊 that's lit dude



cuppy 08-Nov-19 08:44 PM

i thought it was a good deal considering full price is 800 and the student deal is 263



Alchemy\_Gamin 08-Nov-19 09:30 PM

i got it its good

just a hint

unsubscribe every year

and re sub for the student to keep the discount



Pokécord BOT 08-Nov-19 09:31 PM

Congratulations Brandon!

Your Celebi is now level 34!



config 08-Nov-19 09:31 PM



cuppy 08-Nov-19 09:39 PM

you get the price as long as you have your student email



Alchemy\_Gamin 08-Nov-19 09:39 PM

nope

every year it goes up



cuppy 08-Nov-19 09:40 PM

not according to the fine print



Alchemy\_Gamin 08-Nov-19 09:40 PM

its like 800 for normal, 200 for the first year for students then like 500 for the second

ive had it for 3 years now and fell victim the second year



cuppy 08-Nov-19 09:41 PM

i got mine from officeworks with a product key, so every year i just get a new code



Alchemy\_Gamin 08-Nov-19 09:41 PM  
oh okay  
i got mine through adobe



cuppy 08-Nov-19 09:42 PM  
yeah i thought i was going to, then i seen it was at officeworks and thought i would prefer to have something physical.



PokŽcord BOT 08-Nov-19 09:42 PM

Congratulations Jamie!  
Your Zoroark is now level 41!



Alchemy\_Gamin 08-Nov-19 09:44 PM  
that would be better



cuppy 08-Nov-19 09:44 PM  
yeah



Alchemy\_Gamin 08-Nov-19 10:00 PM  
how does our project fit in with current it trends



cuppy 08-Nov-19 10:01 PM  
well with the rise in D&D players i think it well and truly does



Alchemy\_Gamin 08-Nov-19 10:02 PM

i was thinking because itll help bring the community together, however not sure if its the right answer for the question

---



cuppy 08-Nov-19 10:03 PM

yeah well, the recent trends with D&D players rising, having something helping returning and new players to have a dungeon generate for them, i think it fits in well

---



Alchemy\_Gamin 08-Nov-19 10:03 PM

does it fit in with it trends tho?

---



cuppy 08-Nov-19 10:08 PM

well in the D&D trend then yes, because people are always trying to find easier ways to do stuff on the net. so a quick website to generate and copy and paste and bam instant adventure

---



Alchemy\_Gamin 08-Nov-19 10:08 PM

true

---



Alchemy\_Gamin 08-Nov-19 11:24 PM

whos one and can do me a favour?

---



cuppy 08-Nov-19 11:25 PM

yeah mate

---



Alchemy\_Gamin 08-Nov-19 11:26 PM

are you able to scan the web and see of any similar systems or products there are?

ive found ones that say heres a plot and heres another choose and build of it but nothing like ours

---



Pokécord BOT 08-Nov-19 11:26 PM

Congratulations Brandon!  
Your Celebi is now level 36!



cuppy 08-Nov-19 11:29 PM

na there really isn't anything like our, i have already looked before to get some idea



Alchemy\_Gamin 08-Nov-19 11:29 PM

awesome

also kinda reminds me of skyrim



cuppy 08-Nov-19 11:29 PM

innovation mate lol



Pokécord BOT 08-Nov-19 11:29 PM

Congratulations Jamie!  
Your Zoroark is now level 42!



Alchemy\_Gamin 08-Nov-19 11:30 PM

awosome

am i the only one who thinks D&D is like skyrim?

or well skyrim is like D&D



cuppy 08-Nov-19 11:30 PM

na your not

D&D is really like a lot of things

---



Alchemy\_Gamin 08-Nov-19 11:30 PM

i just saw dragonborn in one of james campaigns

---



cuppy 08-Nov-19 11:32 PM

yeah

---



Alchemy\_Gamin 09-Nov-19 12:05 PM

@cuppy hows this

Due to designing an online Dungeons and Dragons community, there are bound to be competitors, however, because of the function of our project, we believe our website will stand out from all the rest, and that will help draw in the community.

---



Ryan420 09-Nov-19 12:07 PM

Sounding good my dude

I can proofread a little if you want

---



Alchemy\_Gamin 09-Nov-19 12:09 PM

thatd be amazing

ill send the dox

---



Ryan420 09-Nov-19 12:09 PM

ok

---



09-Nov-19 12:10 PM

Alchemy\_Gamin

feel free to add to it XD

Attachment: Project\_Description.docx (13.42 KB)

---



Ryan420 09-Nov-19 12:34 PM

I've only touched the intro so far

Attachment: Project\_Description1.docx (12.53 KB)

---



Alchemy\_Gamin 09-Nov-19 12:44 PM

awesome looks good

---



cuppy 09-Nov-19 01:29 PM

Sorry just up the casino having lunch

---



cuppy 09-Nov-19 09:30 PM

so for our website. am i right in saying that we do not need to put all our information on the website because its in the report?

---



config 09-Nov-19 10:00 PM

i think anthony said it should be replicated across both, which is annoying

---



cuppy 09-Nov-19 10:00 PM

no thats good, just didnt know thats all, i always forget about anthony's videos haha

---



config 09-Nov-19 10:01 PM

Me: For clarification, assignment 3, we just need to put team profiles on a website and then everything else goes in a PDF?

---

Anthony: Yep! I recommend just throwing everything into the report anyway though just so the marker can see it all in one place and check out your website without needing to run through it to check for content though - if that makes sense.

I guess this means maybe we don't need to put everything on the website. I doubt it would hurt, though.



cuppy 09-Nov-19 10:04 PM

yeah your right, plus its just more practice we get playing with code. well me practicing anyway haha



cuppy 12-Nov-19 08:05 AM

Hey [@Ryan420](#) how is the presentation coming along. What do you need us to do?



Alchemy\_Gamin 12-Nov-19 10:38 AM

my internet keeps fucking up 😞



cuppy 12-Nov-19 11:03 AM

Oh god. I hated it when I was in melb the NBN is so slow there



Ryan420 12-Nov-19 02:57 PM

sorry boys my internet was down for 24 hrs

exetel garbage isp



cuppy 12-Nov-19 02:58 PM

Lol good mate. Can't help isp



Ryan420 12-Nov-19 03:00 PM

I'm gonna finish up my assignment for programming and then focus on the presentation for the rest of the week.

---



cuppy 12-Nov-19 04:53 PM

cool mate, let us know when we need to be doing stuff for you

---



cuppy 12-Nov-19 05:06 PM

@everyone do you think another goal for the application could be to implement a way to create a map with gridlines and features. does that sound practical?

---



Alchemy\_Gamin 12-Nov-19 05:48 PM

Of the campaign location?

---



cuppy 12-Nov-19 05:58 PM

sort of , more of a customisable version, that once you generate the campaign, you can them make a map to go with it.

---



cuppy 12-Nov-19 06:16 PM

hey guys im going to play around with the website for a little bit

---



Alchemy\_Gamin 12-Nov-19 08:52 PM

Alright fam

Anything i can help with?

---



cuppy 12-Nov-19 08:59 PM

hey guys pull fresh website. @everyone

with the choose your hero part i added a few pre generated characters for people to have a look at ( i.e. the teachers if their interested)



Pokécord 12-Nov-19 09:00 PM

Congratulations Jamie!  
Your Zoroark is now level 47!



cuppy 12-Nov-19 09:01 PM

also removed the grey scale because it was screwing up the logo colour. and removed the social media tabs at the bottom because they were not needed, and removed the maps and contact us part to make room for our project report information.

just let me know if you like it, or you think its too much. and maybe not like the assignment?



Alchemy\_Gamin 12-Nov-19 09:08 PM

Ryan and i noticed the grayscale but figured you'd made it that way



cuppy 12-Nov-19 09:09 PM

Yeah I did but I think I set the grey scale to everything so it also changed the logo. So I just removed it



Alchemy\_Gamin 12-Nov-19 09:09 PM

Ah okau

So a fresh pull is needed



cuppy 12-Nov-19 09:14 PM

Yes please



cuppy 12-Nov-19 10:15 PM

hey [@Ryan420](#) what part of the presentation do you need us to come up with?



Alchemy\_Gamin 13-Nov-19 08:35 PM

@Ryan420 hey man, we need to know how you're going with the presentation its due soon, please don't ghost us again

---



Ryan420 13-Nov-19 09:52 PM

script almost done. Got some music and sound effects ready, I'll start the video tomorrow. Sorry for going quiet again

If you guys want to do part of the script, I think it would be cool to do some kind of intro skit  
Maybe not a skit... more like a hook to get the viewer interested in the product  
all I've got now is this

**Opening hook**

Are you a new DM who doesn't know how to start a campaign? Or maybe you're a lifelong  
DM who isn't prepared for an upcoming session? [more required]

---



cuppy 13-Nov-19 09:58 PM

ok so the rest of the script is almost done, so we just need to do the opening hook?

---



Ryan420 13-Nov-19 10:07 PM

Pretty much. I'm not sure how close it will get to the 5 minute mark but I should have a good idea tomorrow

---



cuppy 13-Nov-19 10:08 PM

ok so I can help with the end of it if you want?

---



Ryan420 13-Nov-19 10:08 PM

I plan to start it with the group logo then go into the hook

---



Alchemy\_Gamin 14-Nov-19 12:29 AM

maybe instead of DM use Dungeon Master ( i think it is) it sounds cooler  
the presentation should end wih our logo XD  
like a black screen with the red logo

---



Pokécord BOT 14-Nov-19 12:30 AM

Congratulations Brandon!  
Your Celebi is now level 43!



cuppy 14-Nov-19 12:30 AM  
yeah sounds good. i think he said its going to start with it



Alchemy\_Gamin 14-Nov-19 12:30 AM  
just spit balling XD\anyway fam im going to bed



cuppy 14-Nov-19 12:31 AM  
alright mate good night



cuppy 14-Nov-19 02:15 PM  
hey @Alchemy\_Gamin , did you want to write the group reflection part for us again?  
its the same as before



Ryan420 14-Nov-19 05:04 PM  
So at the start I want to have out logo fade in and out, but the png has this white outline on it... what do



looks worse on my end

if you click open original you'll see it a bit better



cuppy 14-Nov-19 05:06 PM

yeah i know, it was the best i could do, unless you can make a better logo maybe??

i open photoshop and see if i cant make it better



Ryan420 14-Nov-19 05:07 PM

I tried editing it but I'm not much good at visual design



cupy 14-Nov-19 05:07 PM

@everyone also im working on the website atm too

ok mate il have a look



PokZcord BOT 14-Nov-19 05:07 PM

Congratulations Jamie!

Your Zoroark is now level 48!



Ryan420 14-Nov-19 05:08 PM

I can put it on a lighter background maybe



cuppy 14-Nov-19 05:13 PM

yeah i cant do much more of that photo, its too low res to get rid of the white parts



Ryan420 14-Nov-19 05:13 PM

Thats alright

It will do for now. Not a high priority



cuppy 14-Nov-19 05:16 PM

ok cool. sorry not really a pro when it comes to photoshop



Ryan420 14-Nov-19 05:16 PM

neither haha



cuppy 14-Nov-19 06:58 PM

hey guys fresh pull, added a lot of information.



Alchemy\_Gamin 15-Nov-19 09:30 AM

@cuppy sorry fam been unwell, ive got to get my programming assesment done, and tbh i think someone else should do it this time around, i wasnt here much so im not really sure how it all went