Web Application Design –Table Top Dungeon Tool

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ITC6355 81923 Web App Design & Development

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Table Top Dungeon Tool

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Project Scope:

The project consists 4 pages html web template with JavaScript and CSS. Which includes

1. Index page
2. Game page
3. Character page
4. Dungeon Master (DM) page
5. Simple Database for storing player created data

Not included in the scope:

1. Domain and online service is not included
2. Database is not guaranteed to function, if so there will be JSON data download/upload instead
3. Outside graphics are not included

Product Design (html pages):

Index page:

1. Navigation Manu

2. Main tag, Project Description Build Update and Some thanks to the instructor

3. Header with navigation; footer (html5) with project information

Game page:

1. Same header and footer

2. Timer: time tag

3. The play elements, including main message window, a map and a dice device;

-message window: display mainly the rolled dice number, saves into JSON cookie.

-map: the map shows the map from the database, and saves the map into JSON cookie while the DM interacts with it.

-character and monsters box: these can be drag and dropped onto the map (or with a keypad function to move) and saved.

-dice device:a random number generator with dice graphic.

-story notes:a note that displays the pre-set story pulled from database;

Character Page:

1. Same header and footer
2. Main tag, display all play characters. pull the character with code from the database,

Dungeon master (DM) page: (heavy use of section tag):

1. Same header and footer
2. Design maps by adding blocks to the main map, save into database and get a code
3. Design character,save into database and get a code for that character
4. Design monsters same as characters
5. Story designer, a story can be encoded and saved into database and get a code;

Product Design (flows):

User Interaction with the product:

1. User visit the homepage
2. User either create their own games on DM page or pull the data from somewhere else
3. User uses the Dungeon and Character pages together to play the game

Data Design:

1. Each game object (map, character, enemy) is stored into the server and given the retrieval code
2. User has to retrieve the data with the retrieval code
3. Data is then stored as Javascript cookie on the client browser
4. The cookie is updated when certain numbers of moves are made.