<div align="center">Delta Green Companion App Project Proposal
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I plan to create an Android app that can be used by players on the Delta Green Roleplaying Game to assist them in tracking game statistics and effects on their player characters. This will be a good learning experience for me because I've never done app development before and would like to learn, as well as serving as my first real solo project I can put on a portfolio.

Core Features:
- Locally store data on multiple Player Characters
- Allow Players to assign changes to their characters that occurred during gameplay and have reactive in-app notifications based on rules related to the changes made.
    - Physical Damage
        - Allow changes to HP prompts based on change, such as displaying the character may pass out if under 2 HP.
    - Sanity Loss
        - Allow Sanity Loss to be assigned, app will notify of effects such as Temporary Insanity and development of Mental Disorders.

Midterm Milestone: By the middle of the term I hope to have learned the fundamentals of app development and gotten the ability to have the app store and display character data.

End of Term Goal: Essentially have the app done as described. Due to having an active group playing the game in question I'll be able to do ample testing as the term progresses, if there are any changes or additions based on feedback during testing I would like that also implemented.