Adam Boehnlein, David Wong, Justin Weagly, Joshua Tran, Jacob Adelstien, Howard Ademidun

**The overall goal of the system:**

Help players with the creative process in game building and ease them into the process of understanding how tabletop gaming works. Players new to the table top game Dungeons and Dragons often have trouble beginning a game for the first time. Our site will aim to make this a pleasant experience and easy experience.

**What our site will do:**

1. Create a Party

* Pick a class
* Randomize stats
* etc...

1. Randomize Villain

* Dragon
* Vampire
* etc...

1. Randomize NPC
2. Randomize Setting

* Desert
* Forest
* Small town
* Etc...

1. Randomize introduction for characters

* How characters meet each other.

1. Create maps based on the user’s design
2. Add a link to a pdf rulesheet for new players

Target Users: Players of all skill levels will be able to enjoy our system. From novices who are just beginning, to veteran players who want to start a quick campaign.

**Other necessary features, including web-services, security, mashups, etc:**

* Host on AWS.
* Write randomizer code in python
* Deploy Flask app

**Schedule for completing the project**

Weeks 3-6: Create the randomizer code

Weeks 6-10: Work on the HTML and CSS

Weeks 10-13: Get website online and running

Weeks 13-: Get the presentation ready

**Provide a GitHub link to the project:**

https://github.com/Jdweagly/484Fall2021.git