Dungeons and Dragons Loot Management System README

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SETTING UP THE PROJECT:

This rails project is using sqlite3, and is necessary to set it up. This should be included in the gem files when you run the bundle install.

When setting this up on a new pc we had a problem with the db:migrate cleaning out the database. To address this problem we are including a copy of the database in the root file. If this happens when you do the db:migrate, then just replace the migrated db with the copy we provided, and this will give you test data to use to run the project with.

As a backup our source code will be located in our svn class repositories under the trunk folder next the the html folder.

Other than that the project should set up as a normal ruby on rails project.

USING THE PROJECT:

The DND Loot Management System provides a web based interface with a database behind it, that allows a dungeon master for the popular Dungeons and Dragons tabletop game. This system is based around the 3.5 rule set, however a user can customize it how they want to.

The navigation bar provides links to manage your loot tables. The table called Loot Rolls provides a table to determine loot on the roll of a die (note default is 100 sided die, but you can pick to roll any). The other tables on the top provide the sub-rolls used to determine loot after your initial d100 role.

This is completely customizable. A user can modify, add or delete anything from any table, allowing the Dungeon Master to add customized loot, or tweak it to match their needs. Do this through the table buttons on the top that link to the table management sections.

Loot rolling is done from the home page. First you select your average party level (add all the levels in a party together, and divide it by the players, then round to nearest integer). After submitting the average party level, you will be provided with an option to choose the die to roll. The default we are set up for is 1d100 (1 roll of 100 sided die). This will use the loot roll table to determine what loot you obtain from the other tables.

The system will then perform follow up rolls to check with the sub tables and determine the loot provided. It then displays the results in a table to be easily viewed. This is to make the process easy and simple, instead of being required to look through several pages in the manual.

At this process to roll again, simply click the roll button, and another roll will be done, and new table will be displayed.