

Project Summary and dev plan

Project description

A rpg character creator where p can adjust stats and change their class and name, as well as see a visual and text representation of their character

Target audience

Our target audience is any players of the rpg this creator would be for. Most likely teens ages 15+

Purpose: to create an intuitive program in which one can customize their character to their unique play style, so that there is many combinations to choose from for a different experience every time someone plays

Inputs

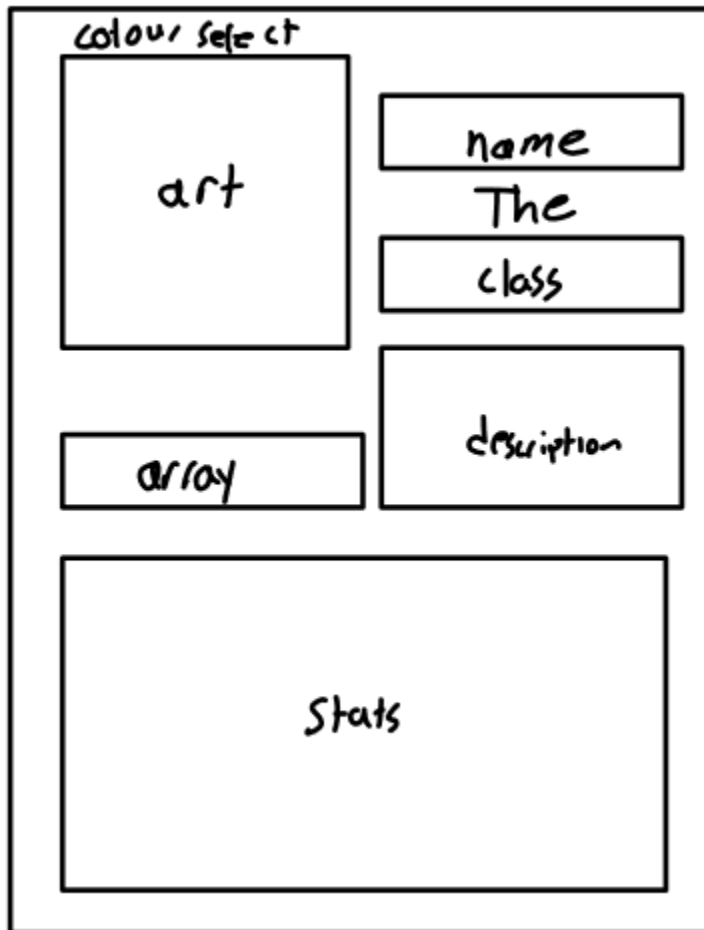
- Name
- Class
- Stats

Outputs

- Image
- Description of character
- Class

- Stats

Design



Work log

Created name box and display for 'the' and class – day 1

Created the next and previous buttons – day 2

Created image changing when changing classes and stat boxes – day 3

Fixed stat box positions and created labels for each stat block – day 4

Created available points label, created submit button, tested, fixed bugs, created update function and made the image/art box