Project Participants:
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Title:
Random NPC Generator

Executive Summary:
This project will generate a random NPC with a random name, species, background, and personality. The background will provide a one or more random professions.

Initial Features:
Create a bulleted list of planned features you plan to have completed in your project by the deadline. This should include a list of API endpoints for each feature. If you are working in a group, please note which team member will be assigned to each feature.

Example of list of Features/Endpoints for a Library API:

- Entities: NPCs, Names, Species, Background, Professions, Personalities

- A user can perform the following operations:

  o Generate a random NPC (GET on Name, Species, Background, and Personality, POST NPC to table to save data)
  o View NPCs generated (GET on NPC)
  o Delete unwanted NPCs (DELETE on specified NPC)
  o Randomly change a specified NPC trait (PUT to randomize Name, Species, Background, Profession, and/or Personality)
  o Change specified trait to custom String (Put on Name, Species, Background, Profession, and/or Personality to update with user input string)

Stretch Goals (to be completed if time allows, or after graduation):
- Add ability to delete, create, and update the trait tables (names, species, backgrounds, professions, personality)
- Log ins/account based NPC lists
- Option to generate a list of NPCs and choose which ones to save to the list.
- Expand options to create random cities, countries, governments, religions, etc...