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Jake Farrar

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Justin Shaner

CS 386 Final Project

https://github.com/LugwellDR/CS386\_TeamAvatar

**D.5 Release 1**

CS36 Software Engineering

Spring 2018

Dr. Marco Gerosa

**1. Introduction:**

The D&D Companion App is a planning and resource system to be used in the development and execution of Dungeons and Dragons campaigns, as well as similar types of roleplaying games. It consolidates reference information related to D&D and provides several helpful interactive tools, such as character creation and dice rolls, to provide a centralized resource for players and Dungeon Masters alike.

GitHub: <https://github.com/LugwellDR/CS386_TeamAvatar>

Trello: <https://trello.com/b/kGudYPUZ/projectavatar-trello-board>

**2. Implemented Requirements:**

List requirements implemented. (User stories, issues, or use cases.)

Expected to implement/prototype the MVP features.

Include who worked on each feature. Everyone in group expected to do some programming.

(They will check Trello to see if we are using it to manage our project.)

**3. Adopted Technologies:**

List the technologies used and why we chose them.

**4. Licensing:**

Include the license we used for our source code.

**5. Look and Feel:**

Describe general guidelines and reasons why we designed our user interface as is.

<Include Screenshots>

**6. Learning/Training:**

Describe strategies used to learn our Adopted Technologies.

**7. Lessons Learned:**

Describe what we learned from this first release and what we plan on changing for the second release.

**8. Demo:**

<Include a link to a video showing the system working>

**9. Group Participation:**

*< Example: Justin Shaner: In one sentence, describe stuff done for this deliverable. (20%) >*

Joseph Eppinger:

Jake Farrar:

Remy Brandriff:

Jacob Lemon:

Justin Shaner: