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CS 386 Final Project

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

**D.5 Release 1**

CS36 Software Engineering

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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:**

* Main interface was completely implemented by Remy.
* Source Material could not be implemented because the Dungeons and Dragons Manuals are copyrighted material.
* The Personal Sheet tab was worked on by Joe and Jake. Everything was implemented except for multiple characters.
* The Game tab was implemented by Jacob. Currently the chat is implemented.
* The Dice tab was worked on by Justin.

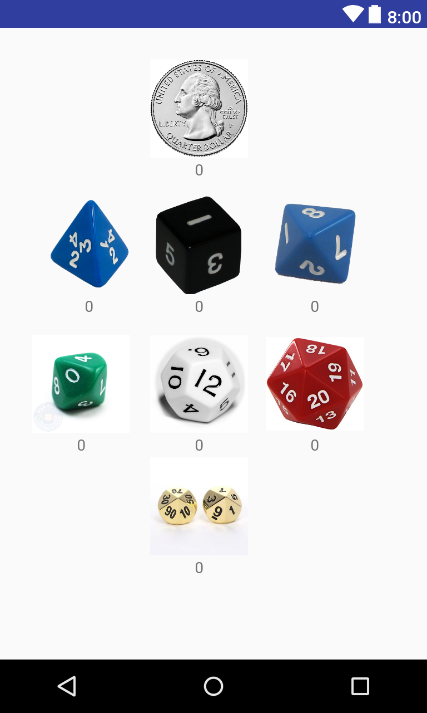
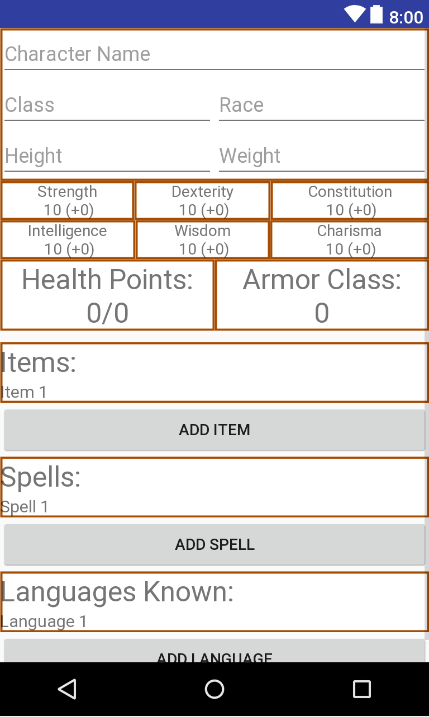
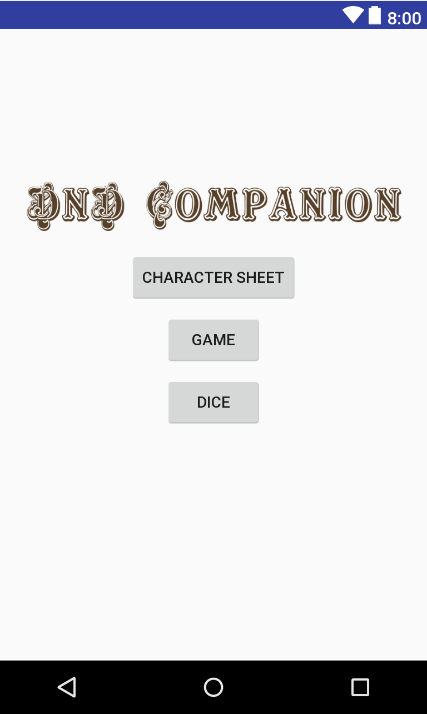
**3. Adopted Technologies:**

Android Studio: We have chosen to use this application since our group is familiar with it. We all feel comfortable coding in Java and installation of Android Studio is simple. Our entire group can access it with ease and the version control it implements is simple to use with GitHub. Finally, our program that we are creating is best used on a portable device. With Android Studio, creating our product for distribution to Android devices is exactly what the program was intended to do.

**4. Licensing:**

Apache License 2.0

**5. Look and Feel:**



Our goal for the application was to create an atmosphere that fit the fantasy theme of dungeons and dragons. As of now the home screen has the words written in a font that is old and stands out. We also created a centralized location for all the features of the app. They are presented in tabs for the user to press. The first function, the character sheet, is quite simple and flows very similarly to the actual paper sheet. It is separated in a way that shows important details. It also has the place to add spells and such since the game is always adapting in that sense. The game tab is a brief framework, but our goal is to make a working chat for connected players. We kept it very simple just like when you text another person. The last tab is the dice. We have plans to add new photoshopped pictures of dice to easily indicate which dice you choose to roll. The result will be shown directly under the dice and will remember it until it is rolled again. We wanted to do this so that just in case the user forgot the number. Overall, our group decided on a feel that was simple yet functional.

**6. Learning/Training:**

Android Studio has plenty of documentation which we can refer to anytime at (https://developer.android.com/guide/index.html). We also have other resources such as stackoverflow to answer questions and YouTube tutorial videos. Most of our group has also taken the mobile application course here at NAU and have used Android Studio for several of the courses projects.

**7. Lessons Learned:**

We learned that we could not include published copyrighted material, so we had to uninclude the Source Material tab. Additionally, we learned that developing according to our plans is often difficult and plans sometimes change. We will be able to finish most implementations and make the app UI more appealing.

**8. Demo:**

<https://youtu.be/qB8102fc52w>

**9. Group Participation:**

*Everyone worked on the actual release*

Joseph Eppinger: Recorded section eight. (20%)

Jake Farrar: Wrote section one and five. (20%)

Remy Brandriff: Wrote section two. (20%)

Jacob Lemon: Wrote section four and seven. (20%)

Justin Shaner: Wrote sections three and six. (20%)