

Joseph Eppinger

Jake Farrar

Remy Brandriff

Jacob Lemon

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:**  
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:**

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: