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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:**

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:**

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: Wrote sections three and six.