Game Manager

# Problem Statement

Allows for the structured and swift creation of new role playing game characters and editing of existing characters. Data must be stored digitally and allow for a user-friendly printable version as output.

# Software Requirements

1. User must be able to create new campaigns and select existing campaigns.
2. User must be able to create new characters and edit or delete existing characters.
3. User must be able to save a campaign and necessary data related to it.
4. User must be able to save characters in campaigns.
5. All delete options must prompt user for confirmation.
6. Campaigns must be able to contain player characters, non-player characters and creature characters
7. Campaign Details must be able to contain the following:
   1. Campaign title
   2. Campaign overview
   3. Campaign notes
      1. Campaign conclusion
      2. General notes
      3. Session notes
         1. Highlights
         2. General notes
   4. Campaign characters:
      1. Current player characters
      2. All player characters
      3. All characters
8. Character Data must be able to contain the following:
   1. Character Details:
      1. Character Name
      2. Player Name
      3. Class
      4. Level
      5. Background
      6. Race
      7. Faction
      8. Alignment
      9. Experience
      10. Personality
          1. Traits
          2. Ideals
          3. Bonds
          4. Flaws
          5. Features
   2. Stats:
      1. Strength
      2. Dexterity
      3. Constitution
      4. Intelligence
      5. Wisdom
      6. Charisma
      7. Inspiration
      8. Passive Wisdom
      9. Proficiency Bonus
   3. Skills:
      1. Acrobatics
      2. Animal Handling
      3. Arcana
      4. Athletics
      5. Deception
      6. History
      7. Insight
      8. Intimidation
      9. Investigation
      10. Medicine
      11. Nature
      12. Perception
      13. Performance
      14. Persuasion
      15. Religion
      16. Sleight of Hand
      17. Stealth
      18. Survival
   4. Equipment
   5. Combat Details:
      1. Maximum Hit Points
      2. Current Hit Points
      3. Temporary Hit Points
      4. Initiative
      5. Speed
      6. Armor Class
   6. Combat Options:
      1. Attacks
      2. Spellcasting
      3. Activatable Items
   7. Proficiencies:
      1. Proficiencies
      2. Languages
9. All character data must obey standard rules at creation.
10. User must be able to modify any character data to a new applicable value, even if it overrides standard rules. (i.e. User may edit speed to exceed possible race/ class/ level range)
11. User must be able to import existing characters from one campaign to another.
12. User must be able to print a formatted paper copy of a character.
13. User must be able to print a formatted paper copy of select characters.

# Flowcharts

## High Level Overviews

The following flowcharts are designed to provide a rough outline of how the user will proceed through the program and are not definitive or a true representation of the program at this time.

### Main

### Campaigns

### Active Campaign

### Notes

### Sessions

### Active Session

### Characters

### Active Character

# Appendix A