React Native Mobile App Project Description

* React Native App
* Utilizing React Native Elements, Native Base, SQL for saving data (more to be determined as features expand)
* An app designed for players of Dungeons & Dragons, popular tabletop role playing game
* Utilizing StackNavigator for multiple page support
* A page for storing character sheets with support for saving multiple characters in SQL database
* A page for searching item/spell/monster/etc... descriptions (utilizing available API for searching this information)
* A page for tracking player/monster turns in combat rounds
* A page for random name generation, useful for when players first create their character/devising names for non-player characters/monsters
* A page that simulates random dice rolls, with support for d4, d8, d10, d12, d20 dice... (d4 means 4 sided dice, d10 for 10 sided, etc.…)
* Additional features to be determined/added if time allows
* Previously built initiative tracker & spell finder in HTML/CSS/ECMAScript, the following links give an idea of the functionality and what it could potentially look like (of course styling for React Native means there will have to be changes)

<https://github.com/MaximumFluff/InitiativeTracker_JS>

<https://github.com/MaximumFluff/Spell-Finder>