

Disclosure

Our plan was to get a working Dungeon and Dragons player sheet generator. We got everything done with the communication between the app and the database, if I were to have more time I would focus on filling the main menu with more stuff so it's not so deserted and mess with the colors, fonts and styles to match my liking for the app. The PlayerSheetPage could also use a graphical overhaul so it actually looks like a player sheet instead of a table. I would also like to add more entries into the database as I didn't explore every spell, class, weapon and race one could use, just a small scope of them were used. I would have also liked to add where the player can pick multiple spells and weapons. Also needed to get the ability scores such as DEX and STR which was never implemented in the database.

It would also be nice to have an update functionality for existing players.

We also could have implemented fields for experience and leveling, with pages for leveling up and gaining new abilities.