

1. Overview:

- As someone who runs TTRPG games, it can be difficult coming up with interesting ways to get treasure from a list into the players' hands. Only so many enemies can be carrying X gold, and most monsters don't use fancy magic swords. Finding less lucky adventurers who came before is a flavorful way to acquire loot, but can be taxing on the narrator to come up with many different explanations.
 - Generating them randomly might not always result in a fitting or even sensical explanation, but it can serve as a way to fill in a dungeon, explain treasure to the players, or even inspire new plotlines to follow.
2. The audience is those who run TTRPG games and want to improve their loot-giving flavor.
3. The application will allow the user to send requests to the D&D 5e open API for races, items, monsters, and the like, with the purpose of putting them together into the description of an adventurer. While the scope will be limited to deceased corpses for now, it could easily be expanded to generate all sorts of unique characters.

4. Wireframe rough draft:

Logo/Home

Generate Deadventurer

Saved Deadventurers

Title

Site Description

Generate

Saved

Footer - Last Updated

Logo/Home

Generate New Deadventurer

Saved Deadventurers

Title

Generate

Saved

Site Description

Footer - Last Updated

Logo/Home

Generate Deadventurer < You are Here

Saved Deadventurers

Name

Monster (Leave Blank for Random)

Difficulty

of Items

Generate

Clear

Footer - Last Updated

Logo/Home

Generate New Deadventurer

Saved Deadventurers

Name

Monster (Leave Blank for Random)

Difficulty

of Items

Generate

Clear

Results Populate Here

Show Results

Footer - Last Updated

Logo/Home

Generate Deadventurer

Saved Deadventurers

Results Populate Here

Save

Back

Save Settings

Footer - Last Updated

Logo/Home

Generate New Deadventurer

Saved Deadventurers

Sort By

Name

Killed By

Name

Killed By

Items

Pct of Monster?

Logo/Home

Generate Deadventurer

Saved Deadventurers < You are Here

Sort By

Name

Killed By

Name

Killed By

Items

Pct of Monster?

Logo/Home

Generate New Deadventurer

Saved Deadventurers

Sort By

Name

Killed By

Name

Killed By

Items

Pct of Monster?

5. <https://www.dnd5eapi.co/>

6. Stretch: <https://chartopia.d12dev.com/api/schema/swagger/>

7. Initial Modules:

- main.js
- generate.js
- displayResults.js
- displaySaved.js
- Utilities.mjs
- ExternalCalls.mjs

8. Element Styling:

- Colors:
 - i. Primary: Parchment #e4c494
 - ii. Secondary: Green #408c64
 - iii. Tertiary: Blue #204c74
 - iv. Primary Text: Black #000000
 - v. Secondary Text: Green #408c64
- Fonts (Google API)
 - i. Titles: Rosarivo Regular 400
 - ii. Text: Noto Serif Light 300
- Logo - 20-sided die with a knife in it?

9. Rough Schedule:

- Week 5: HTML + CSS created, navigational functions added
- Week 6: API calls created, forms functional
- Week 7: Saving, loading, sorting functions created, reachable stretch goals added

10. <https://trello.com/b/mySWyFPF/wdd330-deadventurer-project>