

Data Dragons



Guillermo Avitia

Adrian Cruz

Mason Salcido

David Torres

Project Overview

We are making a Dungeons & Dragons character creator and helper tool to allow for a faster way to start a game and to keep track of the aspects/stats of your characters

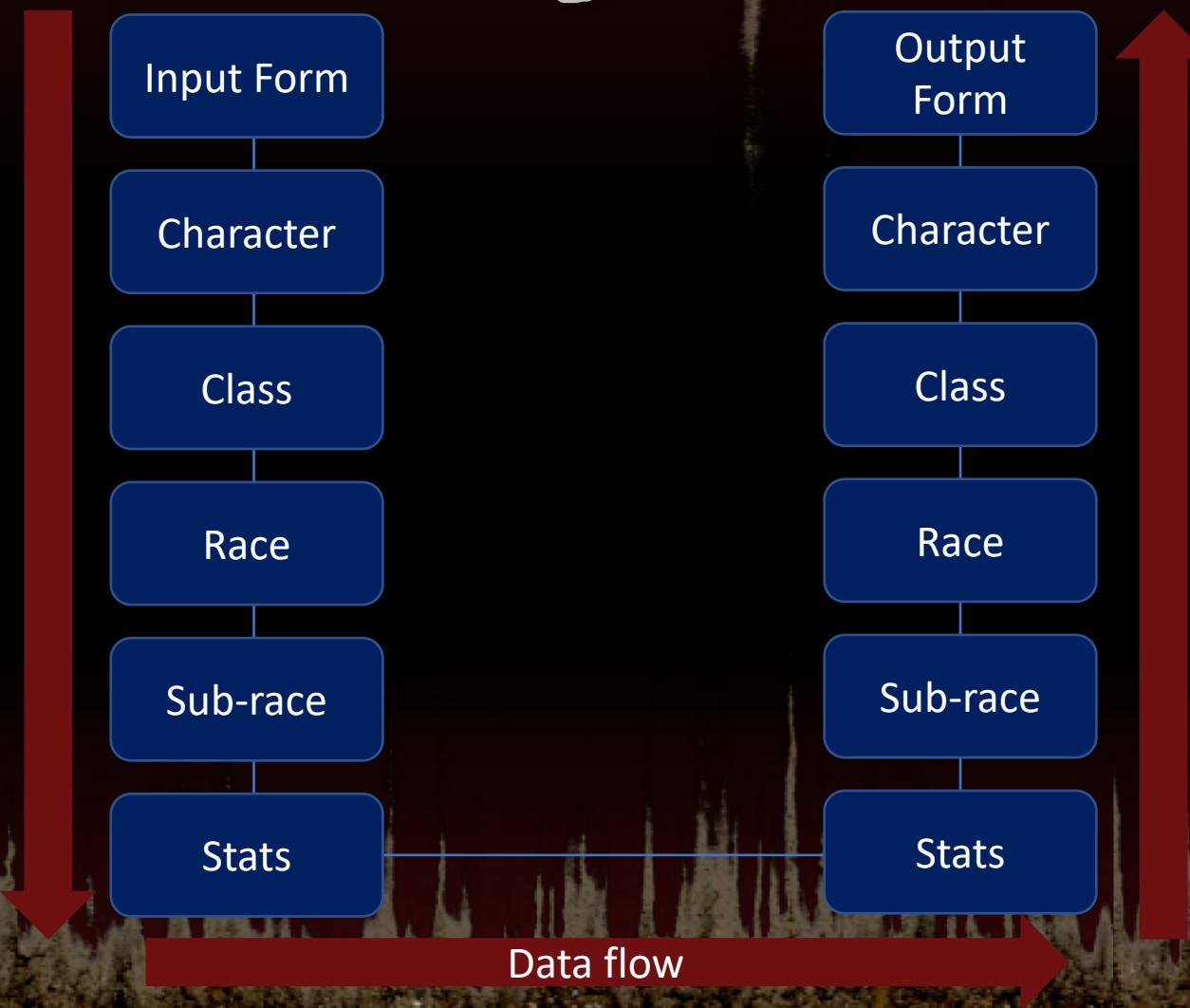
Key Architectural Drivers

- User interactivity
- Easy mapping from one character aspect/stat to the other
- Interactivity between such aspects/stats

Architectural style choices

- Layering – because its advantages are that it allows for high levels of abstraction, and makes it relatively easier to add and modify an individual layer.
- Pipes & Filter – it depends on input and output, and our application relies on the user input to perform certain actions; simple system evolution.

Architectural Diagram



Conclusion

In the end we decided on the layering style because we will treat each aspect of a character as a layer and modify such aspect individually.

During the process, structuring which layer should be higher or lower has proven not as intuitive. As of right now, there are multiple layers that have to work concurrently and methods that apply to more than one of these.