Persona Velvet Room Simulator

Ideas and changelogs

# Notes

* This app will become a part of my Portfolio and on GitHub
* Try to provide updates on GitHub
* Turn this into official app documentation
* **~~NEED TO FOCUS ON GETTING A .TXT FILE WITH ALL PERSONAS BY ARCANA INTO THE PROGRAM – THIS IS REQUIRED FOR MOST FUNCTIONALITY PLANNED~~ – 08/03 – No arcana version is implemented into Resources!**
* **08/03 –** Repository is empty!

# Misc. Updates (Non-functional)

* Could add Igor’s “Welcome to the velvet room” upon start by using the resource designer (use WAV audio) and other effects. In this case, handle MyBase.Show – do not loop
* Once core functionality is implemented, redesign menus and sizing – colours and backgrounds
* Could implement Persona 5 Font
* ~~Set open location to Centre Windows~~
* Be consistent with sizes
* Post in Persona Hell…

# Compendium

## View All - **Done**

This, like the view all books in the library program, will be a simple list box, calling items from the simple “All Personas” text file – no arcana’s.

## Arcana Search

Search the main text file for personas with a specified arcana – import the file into an array (x,y) and say y was the Arcana, the results would be all the x values at all positions with matching y.

## Register Personas

This is a dummy feature, simply showing a message box, and another one if confirmed.

# Fusion

## Basic

Let the user enter 2 personas, and generate an output based on this. For initial implementation, get a random persona (**the random persona should be a function in possibly module 1 for reuse around the program, by generating a random number, and selecting a persona from the array generated from the text file** – once again, see library program).

## Advanced

Probably wont implement this. Show a message box in its place for now.

## Strengthen

Probably will not implement this till later. Show a message box in its place for now.

This requires the sacrifice of a persona, following the initial persona selection. Could, for simplicity, copy the basic fusion, but instead of outputting a new persona, output a new message box saying they have levelled up their persona.

**For now, changes will not be saved to the persona text file.**

## Itemize

Turns one persona into an item, such as a random skill card

## Network - Done

Allow the user to input the name of any persona. Ignore the input and choose a random Persona from the array.

## *Any*

*Re-use a getrandompersona method.*

# Info tab

Simply shows about box, update details as see fit.

# Config

## Reset App

Regenerates the initial text files and settings for the applications config.

## Help and Support

Show basic assistance, recent changelogs and if distributed, contact details.

**GitHub:** github.com/nathandavies386