**COSC 3318.01 – Database Management Systems**

**Spring 2017**

**Project Proposal**

**Group Name**: null

**Group Members**: Travis Bell, Yide Cai, Blaine Cauble, Justin Jones, Fernando Runte

**Project Name**: Dungeons & Dragons Player Tracker (D&DPT)

**Description**: The program will provide character-building and tracking functionality for the Dungeons & Dragons Tabletop Roleplaying Game, supporting multiple unique players and multiple unique characters per player. The user will be able to create either a random character or customize a character to their liking, which will then be saved to their player ID. The project will utilize a database backend to keep track of players and their respective game characters and game assets, and incorporate a login system to implement full editing permissions for the Dungeon Master (administrator) and restricted privileges for regular players. All included component databases will be accessible by the administrator to create, remove, and modify elements within the program, and all databases will be searchable by the players. We will use a combination of Java and the Netbeans IDE for the core program components/GUI. The program will utilize SQLite for database management.

**Specific Roles**:

UI Design: Justin Jones, Blaine Cauble

Delete Function: Blaine Cauble

Login function: Justin Jones

Search function: Yide Cai

Create/add function: Travis Bell

Modify/update function: Fernando Runte

We have been meeting in-person weekly to work on the general program aspects together.