**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. The project will utilize a database backend to keep track of players and their respective game characters, character inventory, statistics, etc and incorporate a login system to implement editing permissions. All included component databases will be accessible by the end user to create, remove, modify and search for items. 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.

**Roles**: UI Design & Delete Function: Blaine Cauble, Justin Jones

Search function: Yide Cai

Create/add function: Travis Bell

Modify/update function: Fernando Runte

We plan to meet in person weekly to work on the different program aspects together.