Capstone Proposal:
SW5E Companion

Project Goal

The goal of this project is to create a web-base Star Wars 5th Edition (SW5E) companion that will allow users to create characters, interact with game mechanics through their characters, and simulate dice rolls.

Outline

This project will be a fully functional application that will have a fleshed out back-end architecture designed with PostgreSQL, Flask, and SQLAlchemy, and WTForms. It will also have user authentication and authorization implemented through Bcrypt. The front-end of the application will be focused on a mobile-first design and be primarily designed with that in mind. The application will be styled in Tailwind CSS to give the application a consistent and user-friendly experience.

Project Milestones

Milestone 1: Complete database design and website layout draft

- Design a database schema using dbdiagram.io
- Do a rough design of how the website will be laid out and what aspects of the page interacts with the site's other page
- This can be done as a sketch of the site

Milestone 2: Create the database and insert the necessary data

- Create database with PostgreSQL

- Make the needed tables to populate the database

- Add all the needed data into the database that is needed to make the site fully functional

Milestone 3: Complete the sites routes, and Jinja templates

- Lay out the the routes that the site will use along with the related logic to allow the site to interact with the database

- Create site pages that interact with back-end logic to create dynamic pages

Milestone 4: Complete site styling

- Use Tailwind CSS to style the site

- Make all pages on the site a consistent theme

Milestone 5: Write Unit Tests

- Tests should test site's routes

- Test table models