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IGME 340.01

Final Project Design Doc

Final Project - DnD Companion

1. Document that you met your application definition statement, and be specific about any work you did that truly went above and beyond.
   1. Ultimately, the app serves the purpose I initially had for it; it stores useful information to players and lets them adjust the values on the fly so it can be used during games. I think the app does a good job of this and has a nice aesthetic. The app utilizes multiple view controllers to make a UI that is useful and stores all information in one object that is easily stored and referenced.
2. Discuss any struggles or failures in the development process.
   1. One of the issues that bothered me for a while was trying to decide which features were important enough to be translated from actual 5th edition Dungeons and Dragons to the app. I wound up cutting a lot of content simply due to lack of time and there’s plenty of them that would make great additions if I continued to work on it.
3. Describe which team member worked on what part of the project.
   1. I worked alone on this project.
4. Give credit for resources like images and sounds, and any software libraries or tutorials you used. Be sure to give yourself credit for graphics you created, or any code solutions you spent extra time on.
   1. I created every asset that actually got used in the final product.
5. Grade yourself (0-100) and justify it. Put this in a text file or Word document or PDF and submit it with your project. -10% if not done
   1. 90% - I got distracted a lot while working on this project and didn’t have a solid idea for what I wanted it to feature until relatively late in the design process, which is the main culprit of the content I cut. The end product, while missing more than I would like, still features a lot of handy utilities that I think will be appreciated in actual use and I’m proud of the overall aesthetic and clarity.