

# DnD Bank System

## Description

This is a banking management system designed for use in Dungeons & Dragons (DnD) campaigns. It allows Dungeon Masters (DMs) to manage multiple wallets for players, view transactions, and send coins between wallets. Players can view their wallets and perform limited transactions to the DM or other players.

## Features

- Wallet Management: DMs and Players can view their wallets with different coins types.
- Campaign Management: DMs and Players can create and join multiple campaigns.
- Transaction Records: DMs and Players can see previous transactions made.

## Technologies Used

- Backend: Java, Spring Boot and Spring Security
- Frontend: HTML, CSS, Javascript, Thymeleaf & Bootstrap
- Database: MySQL
- Version Control: Git, Github

## Installation Guide

### Prerequisites:

- JDK 17+
- Maven
- Spring Boot
- MySQL Database

Step to Install:

1. Clone the repository from Github:

```
git clone https://github.com/Problematic721/DnD-Bank.git  
cd DnD-Bank
```

2. Configure the database in *application.properties*:

```
spring.datasource.url=jdbc:mysql://localhost:3306/dndwallet  
spring.datasource.username=root  
spring.datasource.password=password
```

3. Build and run the application:

```
mvn clean install  
mvn spring-boot:run
```

4. Access the application at <http://localhost:8080>

## 5. Usage

### 5.1. Making an account

To make an account, go to <http://localhost:8080/register>, enter your username, email and password. If both username and email is unique, you will be redirected to login page (/login).

### 5.2 Logging in

Navigate to <http://localhost:8080/login> and login in using your username and password. You will be redirected to a campaign page, which will be blank at the start.

### 5.3 Creating a Campaign

To create a new campaign, you can click on the "Create Campaign" button, provide a name and it will generate a new campaign along with a Join Code that other players can use to join that campaign.

### 5.4 Joining a Campaign

Player can use the Join Code provided by the DM to join the campaign. When joined, a new wallet for that player will be created.

### 5.5 Campaign Management

DMs can change the name of the campaign and regenerate Join Code within the campaign setting's page. Here, he can also kick unwanted players.

### 5.6 Managing Wallet

DM can view and manage wallets of all the users within a specific campaign. Player can see only their wallets but are able to send to other players including the DM within the campaign.

### 5.7 Transaction Records

Everyone can view transaction records made to and from their own wallets.

### 5.8 Security

Spring Security is used to handle authentication and role-based access control.