

dndsip.ga December 2

dndsip.ga:

- Michael Hypnarowski (Product Owner)
- Jensen Li
- Allan Wong
- Viren Singh
- Robert "Connor" Sanders



Project Motivation

- Dungeons and Dragons character sheets are easier to manage electronically.
- Existing online character sheets are often inadequate or difficult to use.



Project Goals

- Create a simple, intuitive, and paperless character sheet.
- Create a dice roller to eliminate the other physical component required to play D&D.
- Create general purpose tools for Dungeon Masters to use.



Goals Achieved

- Create a simple, intuitive, and paperless character sheet.
- Create a dice roller to eliminate the other physical component required to play D&D.
- Create general purpose tools for Dungeon Masters to use.



Greatest Challenges

- Creating and managing a database for multiple users to store a relatively large amount of data.
- Creating clean PHP to save and load all of the data.
- Having multiple users work on a massive document at the same time without git issues.

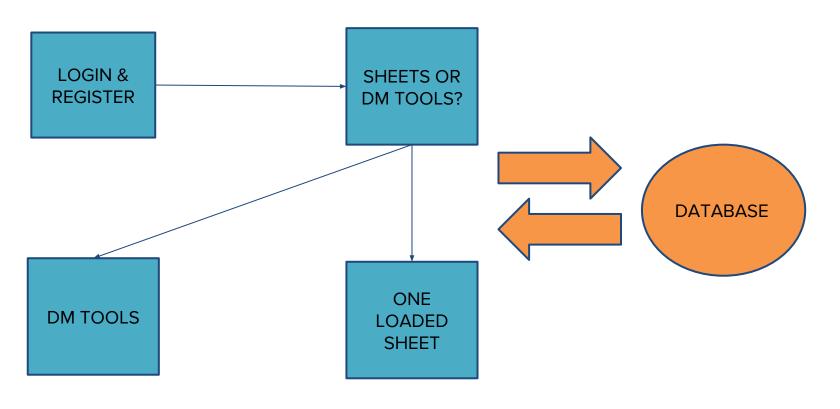


Greatest Accomplishments

- Creating and managing a database for multiple users to store a relatively large amount of data.
- Creating clean PHP to save and load all of the data.
- Creating a simple and clean user interface.



Website Design





Register Page

Passwords do not match. Please try again.	
Username: Richard.Jullig	
Password:	
Confirm Password:	
Register	



Login/Home Page

Invalid username or password. Username: Richard.Jullig Password:		
	Username: Richard.Jullig Password:	



Character Selection Page

Logout			(Characters	s:	
		Level: 8	Name: Rain	Race: Elf	Class: Barbarian	>
		Level: 20	Name: Richard	Race: Dwarf	Class: Wizard	>
		Level: (12)	Name: Snowy	Race: Goblin	Class: Fighter	>
				Create Character		
				DM Tools		

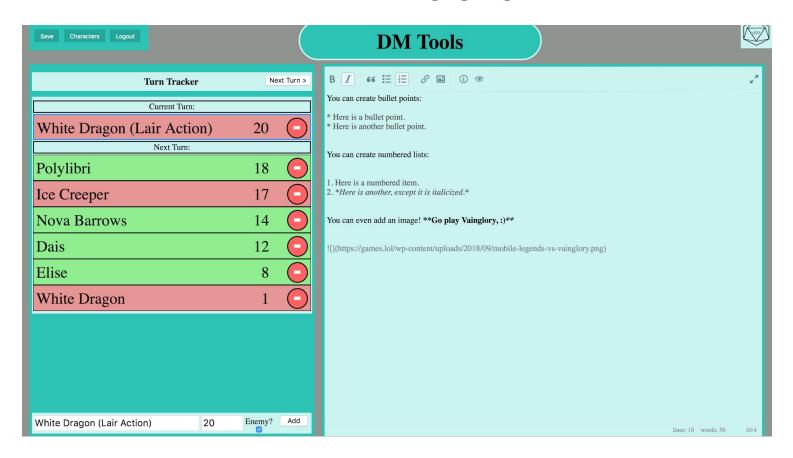


Character Sheet

Save Characters	Logout Player Richard Character Name: Name:	Richard Class: Wizard	Level: 20 Race:	Dwarf Alignment: Neutral Good Points: Experience 400000
Strength 12 1 Dexterity	Inspiration 6 Proficiency Bonus Saving Throws 1 Strength	11 In	+1 25 Speed	Traits -Dedicated -Ambitious Ideals -World peace -Friendship
13	1 Dexterity 1 Constitution 2 12 Intelligence	Hp: 100 / 100	Temp Hp: 15	Bonds -UC Santa Cruz Flaws
Constitution 12 1	✓ 9 Wisdom☐ 4 Charisma	1st	Failures One	[REDACTED]
Intelligence 22 6	Manual Entry 1 Acrobatics 3 Animal Handling 12 Arcana 1 Athletics 4 Deception 2 12 History	4 / 4 3 4th 3 / 3 3 7th 2 / 2 1	/ 3 3 / 3 5th 6th / 3 2 / 2 8th 9th / 1 1 / 1	Features & Traits Awaken Class (Once per short rest): -Richard delivers a resounding greeting following a brief history lesson on a song played from Spotify. Deny Phone call (Once per short rest): -Richard is cursed to always receive at least one phone call per lecture. By using his magical talents to interact with technology, he
Wisdom 16 3	3 Insight	Name Atk Bo	Damage/Type +6 1d4 + 1 +6 1d6 + 1	declines the call. Positive Outlook: -Richard always sees the best in people, and he refuses to allow anyone to feel bad about themselves. His primary interest in the happiness of others.
Charisma 18 4	6 Religion 1 Sleight of Hand 1 Stealth 3 Survival	Add Weapon Delete Weapon		Inventory 1,000
	Proficiencies & Languages	Create Powerpoint 4 Curve Class 9 Add Spell Delete Spell	Of the highest quality. Show mercy.	# Item 1 Laptop 1 Pair of Glasses 150 Test 3 Papers 15 Healthy Snacks



DM Tools





DM Tools (Part Two)





Technologies Used and Their Purpose

LEMP Stack:

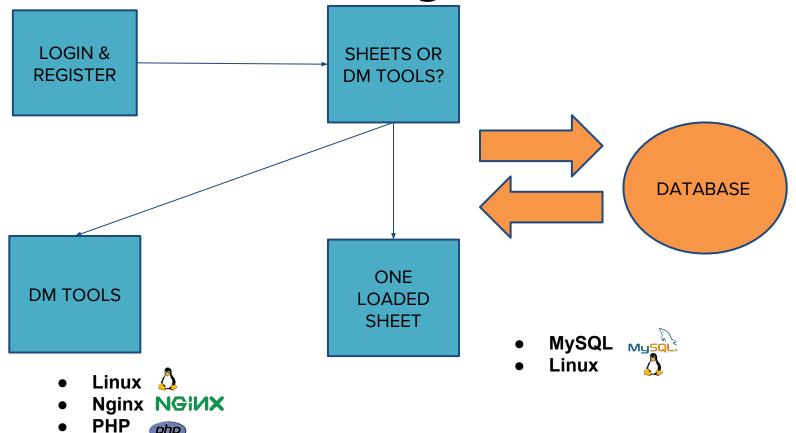
- (L)inux OS
- Nginx [(E)ngine-X]
- **(M)**ySQL
- **(P)**HP

Other:

- GitHub
- Trello
- Selenium



Technologies Used





Project Management Techniques

- Scrum Methodology
- Trello
- Discord
- Peer Review
- Automated Testing with Selenium



Things We Enjoyed

- Creating a simple, intuitive, and paperless character sheet
- Learning new technologies
- Scrum methodology
- Team cooperation
- Using GitHub for version control



Things We Didn't Enjoy

- Git merge conflicts
- Filling out Sprint Reports
- Filling out TSR's (we never got to see them)



What Worked Well

- Maintaining git cleanliness with branches
- Discussing the design and implementation of various features
- Communicating well with each other and giving updates on our progress frequently



What Didn't Work Well

- Failing to communicate the design and implementation of certain features
- Adding external stylesheets without informing team
- Causing git merge conflicts
- Not updating the Trello board

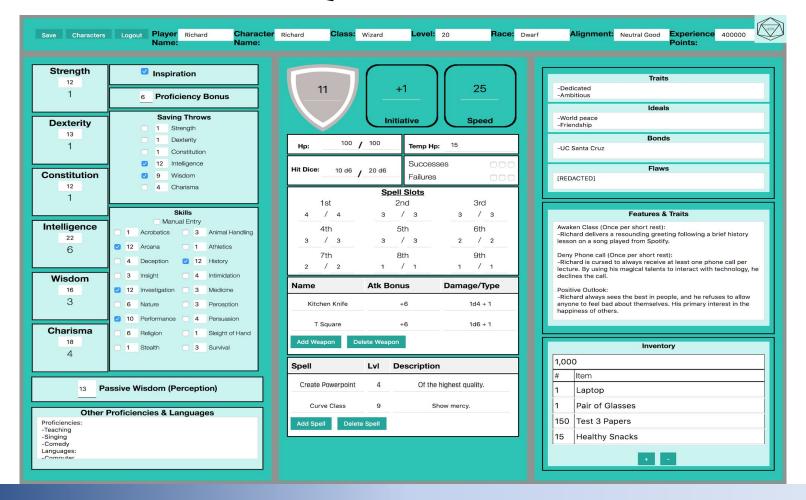


Things We Wished We Had Done

- Implementing automated testing earlier
- Using Node.js / MongoDB instead of PHP / MySQL



Questions



Thank you for listening!