* User Stories #1

**Randomization of Stats**

As the user

I want to choose random values

So that I can choose my characters' stats

**Acceptance Criteria**

Roll 4 6 sided die, remove the lowest result and choose to add the results to determine the stat.

Must do rolling process 6 times total, one for each stat

**Importance**

The users' character relies heavily on its stats on every dice roll

**Estimate**

5

* User Stories #2

**Questionnaire**

As the user

I want to be able to choose character based on archetypes

So I can have some control over the character creation process

**Acceptance Criteria**

Move from each section in the questionnaire by the answers the user chooses (if the user wants to be a cleric, go from the start of questionnaire to section 1.1 to the section (2.1 or 2.2 or 2.3) based on users choice.

**Importance**

The questionnaire helps the user make choices on what they want their player character archetype to be. This helps determine the underlying character stats.

**Estimate**

8

* User Stories #3

**DnD Dice Roller**

As the user

I want to roll the dice

To play DnD

**Acceptance Criteria**

User has the ability to choose the type of dice and the number of dice they want to roll.

The result of the dice is displayed in dedicated dice rolling area

**Importance**

Rolling Dice is the main way that outcomes of actions are determined in DnD.

**Estimate**

3

* User Stories #4

**Sprite Generation**

As the user

I want a visual representation of my new character

So that I have a personal attachment to the character

**Acceptance Criteria**

The sprite is generated based on the race and the class of the character represented.

There is a general body for each race, and the class changes the outfit of the sprite.

**Importance**

This gives the character more attachment to the created character. People are more likely to play a character that has a sprite.

**Estimate**

8

* User Stories #5

**Random Race Selection**

As the user

I expect my character to have a species

So that they have relevance and an origin in the world

**Acceptance Criteria:**

The race is displayed in the “species” section of the character sheet

Race determines the character's sprite appearance.

Race affects the character’s main characteristics.

Race adds additional abilities to the character.

**Importance**

In dungeons and dragons, race determines how the character perceives the world and how they are perceived, it also gives the character various abilities and statistical benefits.

**Estimate**

5

* User Stories #6

**Choose Alignment**

As a user

I want to know my characters alignment

So that i can be better informed on how they should act

**Acceptance Criteria**

Alignment displayed in the “alignment” section of the character sheet

Only one alignment should be displayed

**Importance**

The alignment determines the type of personality a character would have, if they are lawful they strictly follow the rules or a specific personal code of conduct, if they are chaotic they follow their own wants and needs more so then everything else. And so on

**Estimate**

5

* User stories #7

**Randomize button**

As a user

I dont know what i want or dislike what i got before

So a way to redo it all without closing the application is good

**Acceptance criteria**

A button that randomizes the characters class, race, name, background, and alignment should be displayed

The character sheet must update properly afterwards

After the button is pressed the user does not need to answer the questionnaire.

Importance:

The main goal of this generator is to give an idea of what someone would want to play in dnd, sometimes a user may not want to play a champion fighter for the third time, and doesn't want to answer the questionnaire again

Estimate: 2

* User stories #8

**Character sheet:**

As a user

I want to be able to see everything generated in an organized fashion

To better understand what has been created and tweak it to fit what I want

**Acceptance criteria:**

The character sheet should display the following: race, class, stats, background, alignment, name, and gender

The following have a option to be changed individually: race, class, background, gender, alignment

After one of the options have been changed the character sheet updates to reflect the changes

**Importance:**

This is the main user end portion of the program.

Estimate: 8

* User stories #9

**Save character**

As a user

I don't want to lose what i have generated

So i can look at it later

**Acceptance criteria:**

The user is able to select a button that saves the character sheet manually

When the user closes the application all non saved data is discarded

Save is titled based on the characters name with a number at the end there is a number, provided a character have the same name as another character

Each character has an ID assigned to it at initial creation and is compared when checking if a save already exists, this is done to make sure you don't overwrite a save for an entirely different character

**Importance:**

At times we want to ensure we dont forget a character or they just get really good stats rolled, there should be a way to keep track of them to a certain extent and limit.

Estimate: 5