**Project Proposal**



DND Decks

Application made for players who play Dungeons and Dragons. The application will allow for players to access the games spells and items as if they were digital playing cards. While also allowing players the ability to calculate value and homebrew support.

**Submitted to**

Suncoast Technical College

.Net Application Development and Programming

Instructor: Mr. James Hornberger

**Submitted by**

Joshua Hernandez

**Introductions: Client Specifications and Product Description**

DND (Dungeons and Dragons) is a RPG (Role-Playing-Game) table top game that contains a huge amount of fictional content alongside player made content: Homebrew. The game is played with a group of people and is run by a DM (Dungeon-master) or Gm (Game-master), the GM makes the world in which the player’s characters play in and crafts and adventure or what is called a campaign. The players create a character of desired specifications such as: name, race, class, ability’s, etc. This character is used throughout the adventure the game master has crafted and with the role playing elements the players turn the game to life using their imaginations. There are so many choices and options on the players characters that the player may lose track at some point with all of that, not to mention the rules and calculations that the player will have to make during the campaign. As a possible result the fact of keeping track of everything may cause the player to lose interest in the game.

To help the player, I have made a solution that may assist the player with his/her character inventory and spell system. There are many programs and solutions out there that all have many great feature and all, but I have come up with a solution that makes it easier and more visually appealing for players to organize and read with more understanding of an item or spell. The solution displays these elements in a card format, which contains all the information on the item or spell. Alongside the card system is a calculations system to calculate values based off player’s character properties and values. The program solution will also be able to support homebrew for player made content. The really useful part for homebrew players will be that all elements will be stored into separate json files, which will make the elements very accessible and easy to use.

The project will make use of Newtonsofts.Json.Net open-source library to store all the elements in a Json file format, similar to XML file storing system but more efficient, quicker, and easier to read. The application main form will use a FlowLayoutPanel control to setup all the character profiles, which will contain the data needed to make calculations and list what items and spells the character has. There will be separate forms that will contain the elements so the user can drag and drop what they want or need. Each element will be able to show all the information on the element and show a small temporary pop-up of the card element that will be more visually viewable when hovering over the element.