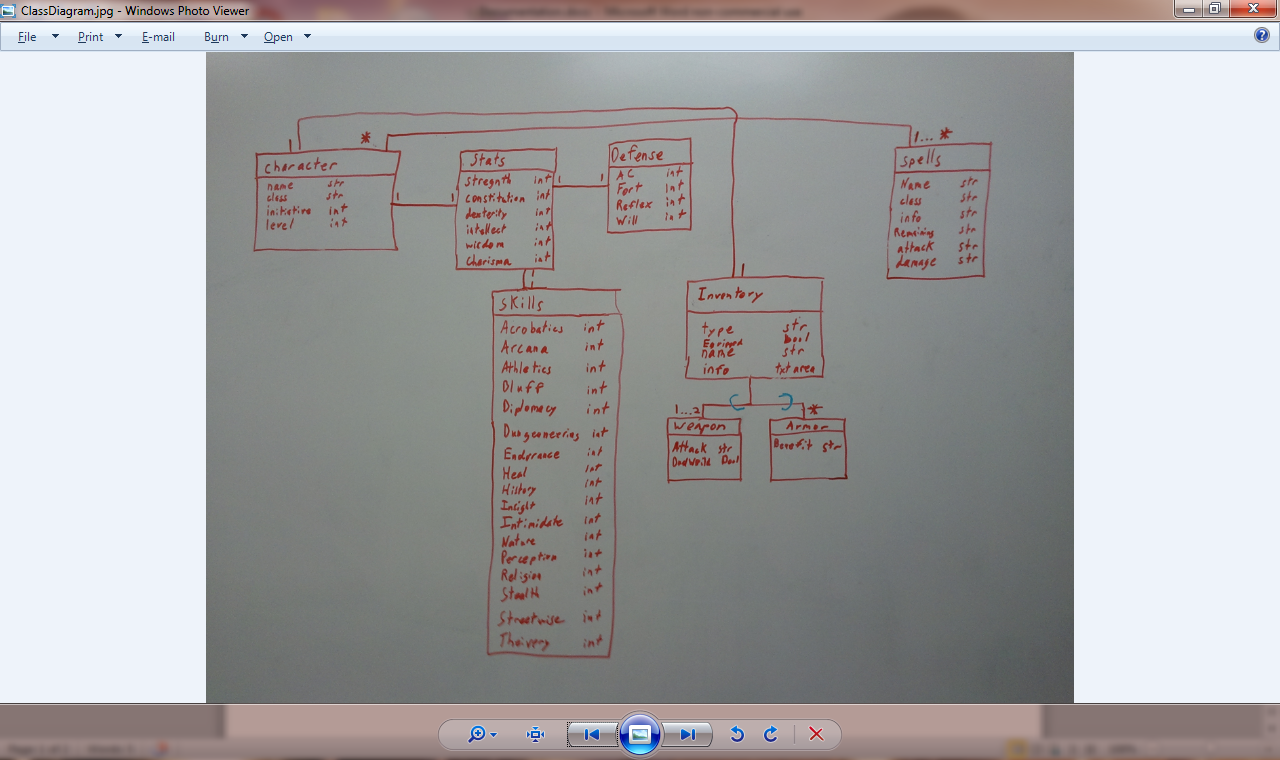
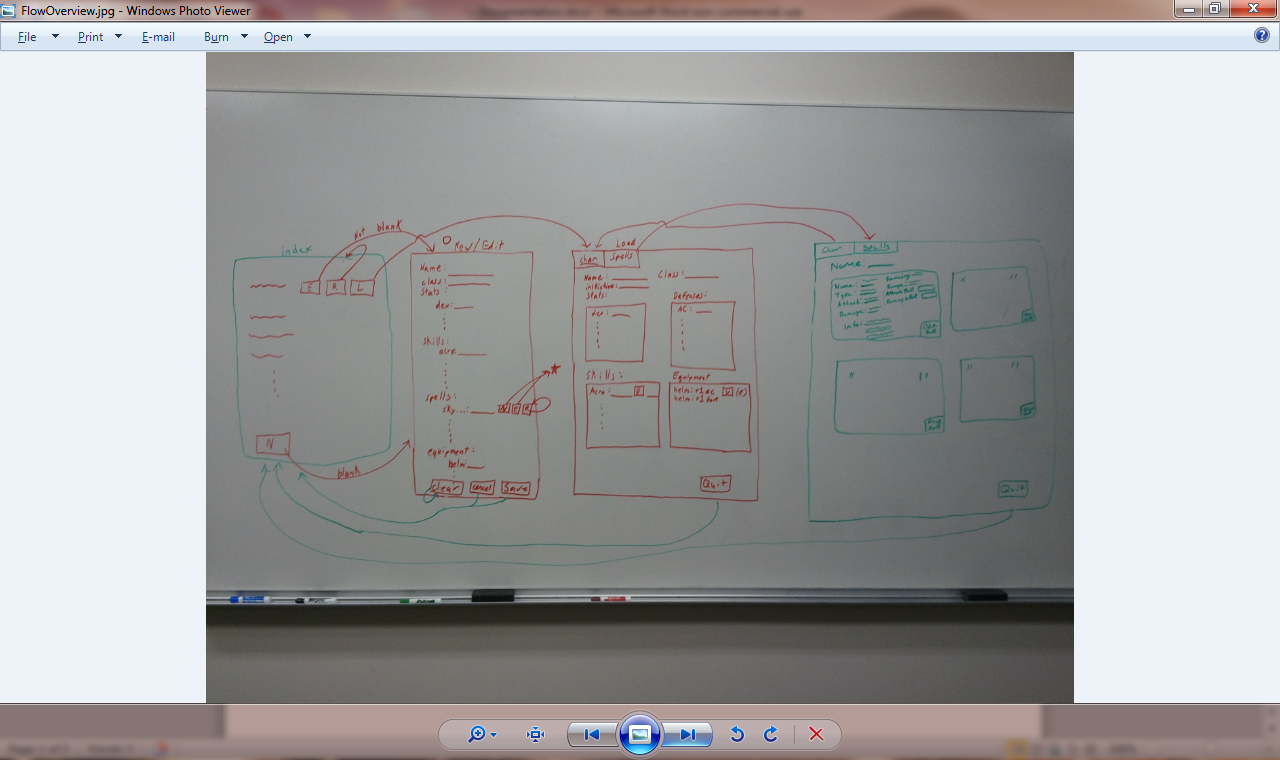
Documentation

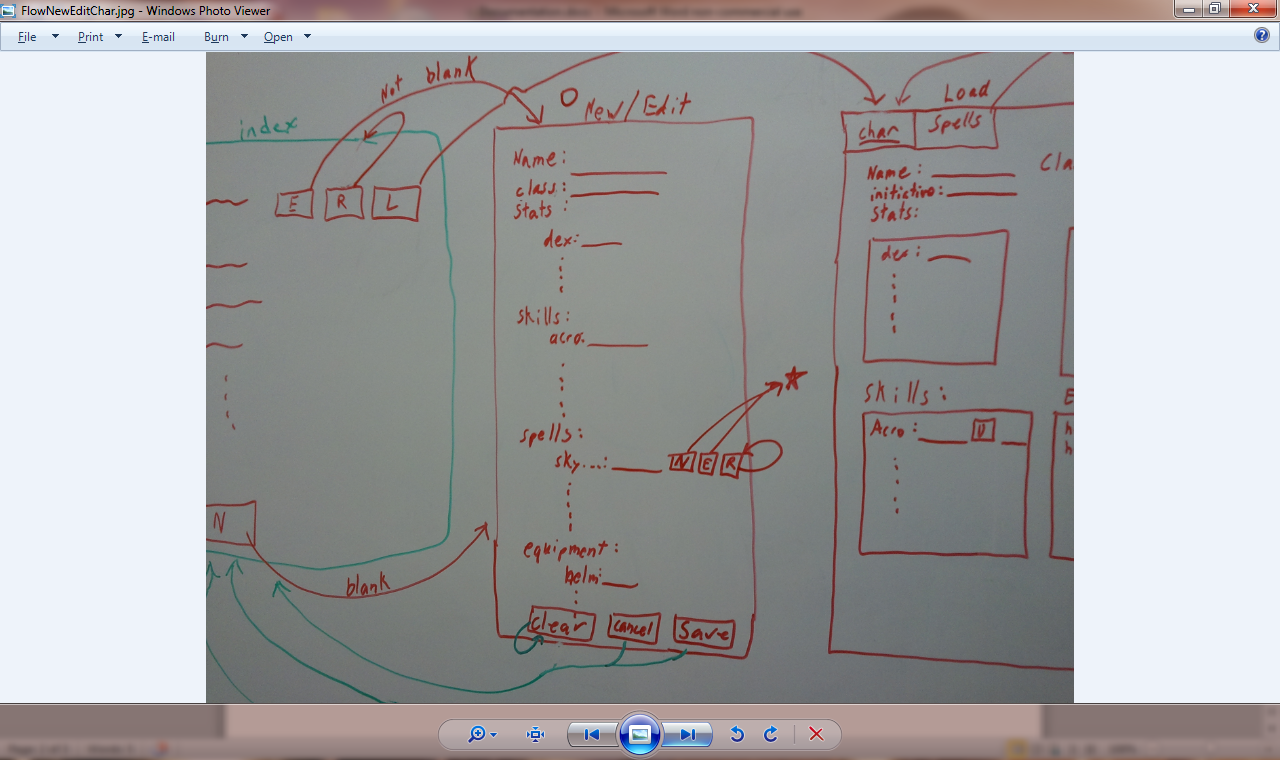
Dungeons and Dragons Team

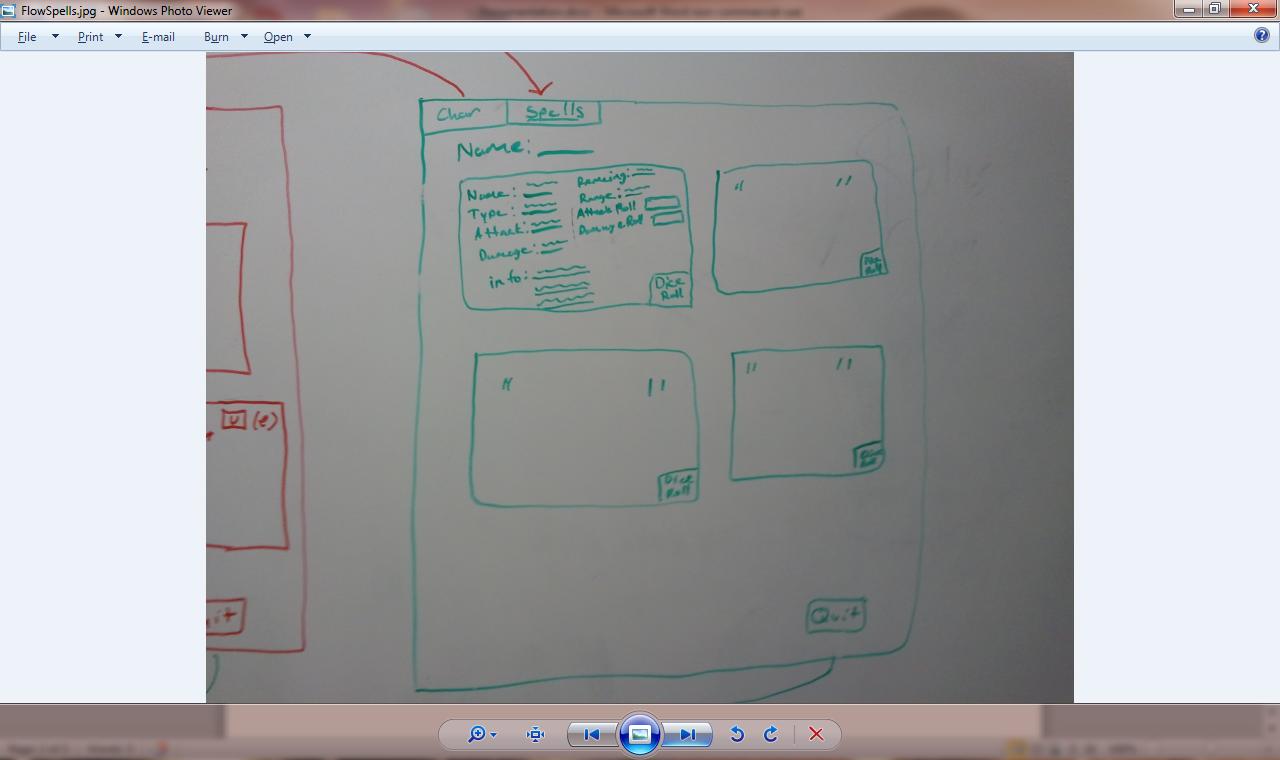
By Peter Hiesel and Ryan Costello

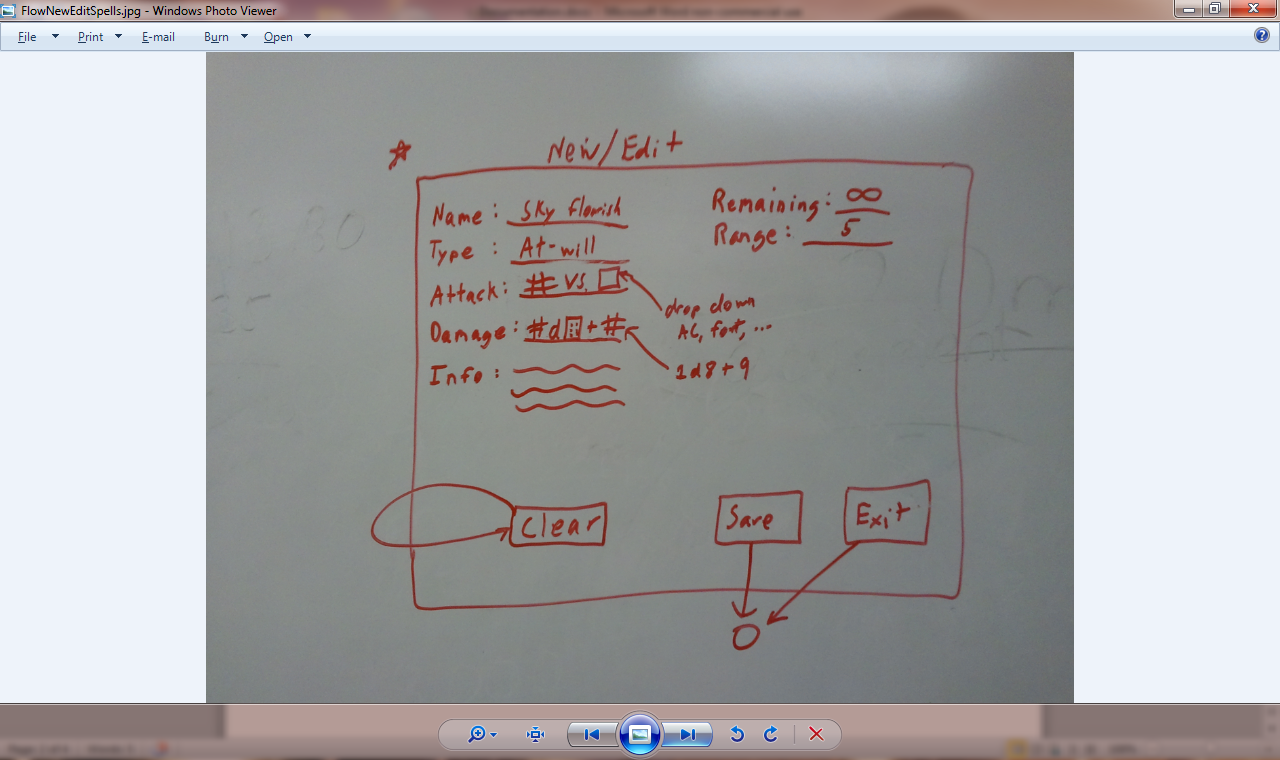
**Original Design and Flow Diagrams**











**Design Changes:**

Changes for the entire program –

Added: CSS/HTML was coded to everything in the View directory.

Added: Custom buttons replaced links in the View directory.

Merging: Defense and Stats table were combined into the Players table.

Added: Two tables called Player\_Spells and Player\_Inventories. (Helped combine data from two different tables)

Added: A master list of Spells and Inventories were added to hold data for all players to use.

Added: A list of the player’s current equipment and interchangeable.

Removed: Ruby on rails links to show or edit pages were removed. (Not all of them)

Added: Session variable was added to prevent users from accessing URLs without being logged into a player.

Views/Player/Form.erb.html –

Added: Additional classes added are: Mage, Warrior, Rogue, Ranger, Paladin, Cleric, Warlord, and Warlock.

Added: Drop boxes to all stats and defenses

Fixed: Used Stats array once for all stats’ drop down box (strength, constitution, dexterity, intellect, wisdom, and charisma)

Fixed: The Stats starting value will no longer start at 1. But will start at 8 instead.

View/Player/Show.erb.html –

Added: Health tracker was added to the Show page.

Fixed: Health tracker was crashing when user entered a Letter instead of number.

Fixed: Re-aligned tables and redesigned how the page looked.

Fixed: Calculations were corrected.

View/Player\_Inventories/Index.erb.html –

Fixed: Table was not removing extra items to the equipment list.

Fixed: Items were not replacing correctly

Fixed: The show page was showing weapon when item was an armor type.

View/Player\_Spells/Index.erb.html –

Fixed: Removed the show link to prevent users from adding a spell that was not their class.

Fixed: Spell was not removing from the list correctly.

**Bugs:**

Currently, there are no bugs to fix.

**Q and A Team:**

User Acceptance Test: Selenium program was used. The team found a bug with Health Tracker in show player. Another bug in edit player name and when edit player name changed to blank. Also, inventory edit on item name and when edit item name changed to blank.

Load Testing: QA Team used Jmeter program to test the loading of our program. Everything loaded good without crashing.

Bottleneck Profiling: QA Team didn’t report findings on Bottleneck. We went ahead and used the Jmeter file they used for testing to find the longest load times for our pages. The View/Player/Show.erb.html or <http://dnd.heroku.com/players/12> was the longest load time. We cleaned up our code and made the times faster.

Results: All bugs, bottlenecks were fixed and improved upon completion. Also references to actual data found in DnD Final Power point presentation located in the same directory as this document.

**Deployment:**

We used Heroku.com to deploy our program on the web. Our link is: http://dnd.heroku.com

**Special Thanks to:**

Thanks to our professor Preston Lee, whom helped guide us to make our product a success.