

D & D Initiative/Combat Tracker					
Initiative (Sorted Desc)	Name	Armor Class (AC)	Hit Points (Current/Max)		
20	Drax	18	50 / 50	Del	Edit
18	Thanos	20	150 / 150	Del	Edit
16	Rocket	13	30 / 30	Del	Edit
9	Star Lord	16	35 / 35	Del	Edit
7	Ronan	17	75 / 75	Del	Edit
4	Gamora	15	40 / 40	Del	Edit

Add Hero	Add Villain
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### Main Project

- Combat/Initiative tracker that you can add/edit/delete characters and details.
- Characters will be sorted by 'Initiative Count' DESC
  - Auto sort or a button to sort
  - Minimum -> not sorted
- Initial value for Initiative will start at zero
  - Possible auto-generate a value from 1-20 (ignoring any + modifiers in real game for now)
- Clicking 'Add Hero' or 'Add Villain' will pull from an object of all characters or from two objects – one for heroes and one from villains
  - Minimum -> one add button with no coloring
    - With single add button -> one list of all characters - there would be a Boolean value to show if they were hero/villain -> used to display color if used in final product
- All fields should be editable
  - Possibly have hit points default the max (right) value and have the current (left) be edited
- If a character goes to zero hp -> alert, cross out name or change color?

### Optional Additions

- Image of characters -> can also change image to skull if they reach 0 HP
- Input to pick from current list of names and add damage or healing ( - or + HP)
- Pull 'Villains' from external API of D&D monsters
- Add dice roller below where you can select a dice type (d4/6/8/10/12/20) add on any positive or negative modifiers and have it display the total value.

DICE ROLLER			
# of Dice	Type of Dice	Modifiers (+ or -)	Total
2	D6	+4	12
Let's ROLL!			

Data-mockup

```
[
{ id: 0, name: 'Drax', initiative: 0, armor: 18, minHP: 50, maxHP: 50, hero: true },
{ id: 1, name: 'Gamora', initiative: 0, armor: 15, minHP: 40, maxHP: 40, hero: true },
{ id: 2, name: 'Rocket', initiative: 0, armor: 13, minHP: 30, maxHP: 30, hero: true },
{ id: 3, name: 'Star Lord', initiative: 0, armor: 16, minHP: 35, maxHP: 35, hero: true },
{ id: 4, name: 'Thanos', initiative: 0, armor: 20, minHP: 150, maxHP: 150, hero: false },
{ id: 5, name: 'Ronan', initiative: 0, armor: 17, minHP: 75, maxHP: 75, hero: false },
]
```

//-----OR-----

Data-mockup

'Heroes'

```
[
{ id: 0, name: 'Drax', initiative: 0, armor: 18, minHP: 50, maxHP: 50},
{ id: 1, name: 'Gamora', initiative: 0, armor: 15, minHP: 40, maxHP: 40},
{ id: 2, name: 'Rocket', initiative: 0, armor: 13, minHP: 30, maxHP: 30},
{ id: 3, name: 'Star Lord', initiative: 0, armor: 16, minHP: 35, maxHP: 35},
]
```

'Villains'

```
[
{ id: 0, name: 'Thanos', initiative: 0, armor: 20, minHP: 150, maxHP: 150},
{ id: 1, name: 'Ronan', initiative: 0, armor: 17, minHP: 75, maxHP: 75},
]
```

## Component Hierarchy

- CombatTable
  - CombatTableHeader
  - CombatTableRow
    - EditableInitiativeCell
    - EditableNameCell
    - EditableArmorCell
    - EditableHitpointsCell // or Min and Max Cells
    - EditableRowModeButtons
- CombatTableAddHeroButton
- CombatTableAddVillainButton
- DiceTable
  - DiceTableHeader
  - DiceTableRow
    - DiceNumberCell
    - DiceTypeInput
    - DiceModifierCell
- DiceTableRollButton