RPG Editor Tool

Design Document

Introduction to C# Assignment – A1DIP 2019

Academy of Interactive Entertainment

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# **Summary**

This document contains all details regarding the RPG Editor Tool.

This tool will be used to create and edit characters and items that fit the genre of an RPG game. Users will be able to edit basic details such as item name and type while also being able to edit more advanced features such as in-game stats and appearance.

Users will be able to save their created characters and items to their machine and will also me able to edit previously created content.

# **Screen Mock-Ups**