

Name: Dungeon Crafters Guide

Description: For this website, I want to create, I would like to have the basic needs to create a D&D game. I will add a character crafter, a list of items and spells that you can add to the character, and a page to manage multiple characters from other people so you can run a game. This has been a thought in my mind as I struggle to keep my notes all together. It's a niche website for a few, but I hope to make it look and feel great.

Page names:

- Character crafter
- Item shop
- Campaign management
- Notes
- Home page (Cool suggestions for builds, tips)
- Adventuring 101

Data:

For character management, the person viewing the website has control over how they build them, but for ease of use, data can be formulated to auto-generate, such as their DC, AC, Languages, etc. If the character is put in a campaign, the DM should have access to add items from his catalog but should not be able to fiddle with the equipment of stats of the character to prevent the destruction of a user's property.

On the notes page, all text that the user adds will be saved.

The item shop is a list of items put in by the DM or base items that come with the website; note DM items will not be put in the category of all to protect their ideas.