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Description: TableTrove will be an online forum for creating and sharing items and creatures primarily for Dungeons & Dragons 5e. Users will be able to create an account which is necessary to create, edit, like, and comment on both items and creatures. Navigation will be available to specific items, creatures, users, and a homepage where content can be sorted by most recent or most popular.

Requirement Satisfaction:

Registration & Login - Similar to how we implemented user authentication in project 4, TableTrove will lock some features from users unless they are logged in. A login button at the top of each page will take a user to the login screen where they can enter their credentials or register for a new account.

Forms -

1. Login
2. Registration
3. Edit Account (profile pic, name, etc)
4. Create Item
5. Edit Item
6. Create Creature
7. Edit Creature
8. Comment on Item or Creature

Database - MongoDB will be needed to store user credentials and information, items, creatures, comments, and like counts.

Security - Best practices taught in class will be implemented to ensure a secure website.

Blueprints -

1. User Management - login, register, account, etc
2. Item Management - create, view, edit
3. Creature Management - create, view, edit

Presentation - Bootstrap will be used to give the web pages nice, coherent layouts

New Python Package - While not entirely decided, any of the following might be used:

- Flask-Mail for user authentication
- SciPy for calculating an items average damage per round
- Plotly or similar graphing package for displaying distribution of damage and the percent chance that amount of damage will be dealt