Project Description:

<u>Title:</u> Bob the encounter builder

<u>Description:</u>

Met Bob de encounter builder willen we er voor zorgen dat gamemasters makkelijk zelf custom monsters kunnen maken en deze delen met hun peers.

Ook willen we er voor zorgen dat de game masters makkelijk een random encountertable kunnen maken met hun homebrew monsters

User stories:

As a gamemaster

I'm able to create homebrew monsters

So that I can see the monsters I created

Acceptance criteria:

A monster should be saved in the database and be displayed in the monster list
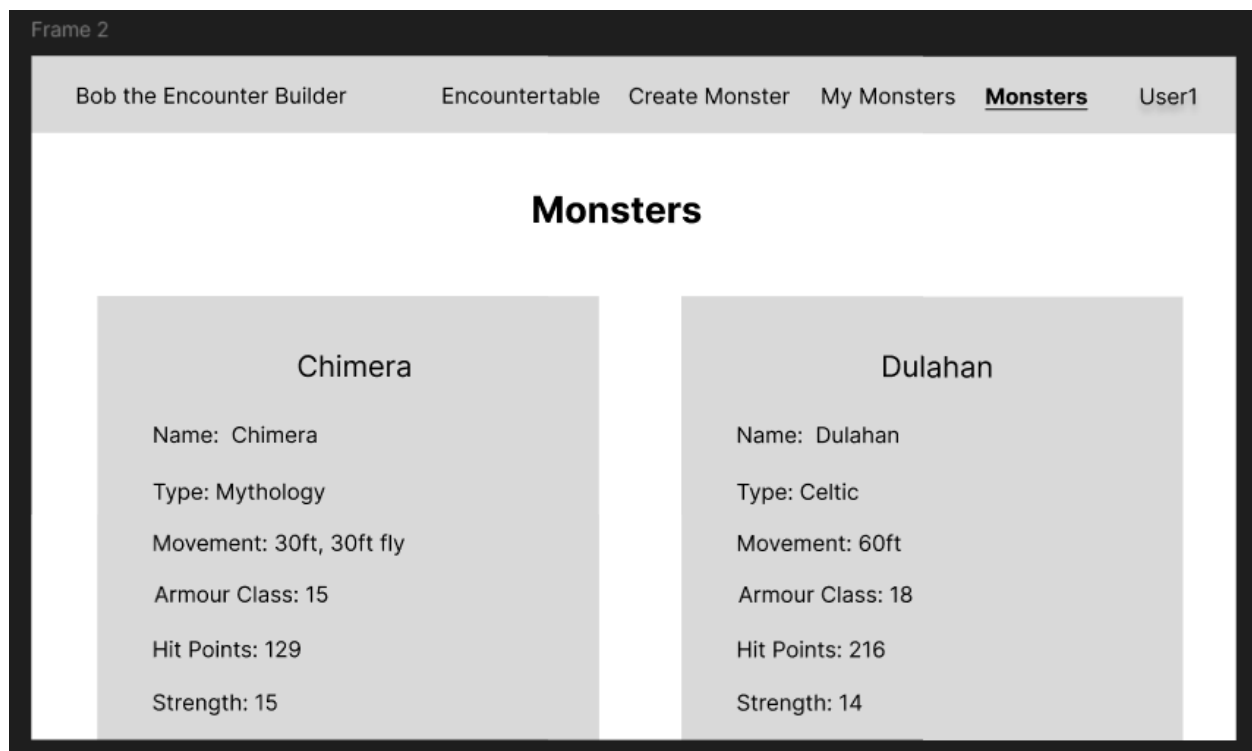
As a user

I'm able to see all monsters

So that I can get inspiration form other people's monsters

Acceptance criteria:

As a logged in user of the page I am able to see the monster list page and search for monsters

Frame 2

Bob the Encounter Builder   Encountertable   Create Monster   My Monsters   **Monsters**   User1

Monsters

Chimera

Name: Chimera

Type: Mythology

Movement: 30ft, 30ft fly

Armour Class: 15

Hit Points: 129

Strength: 15

Dulahan

Name: Dulahan

Type: Celtic

Movement: 60ft

Armour Class: 18
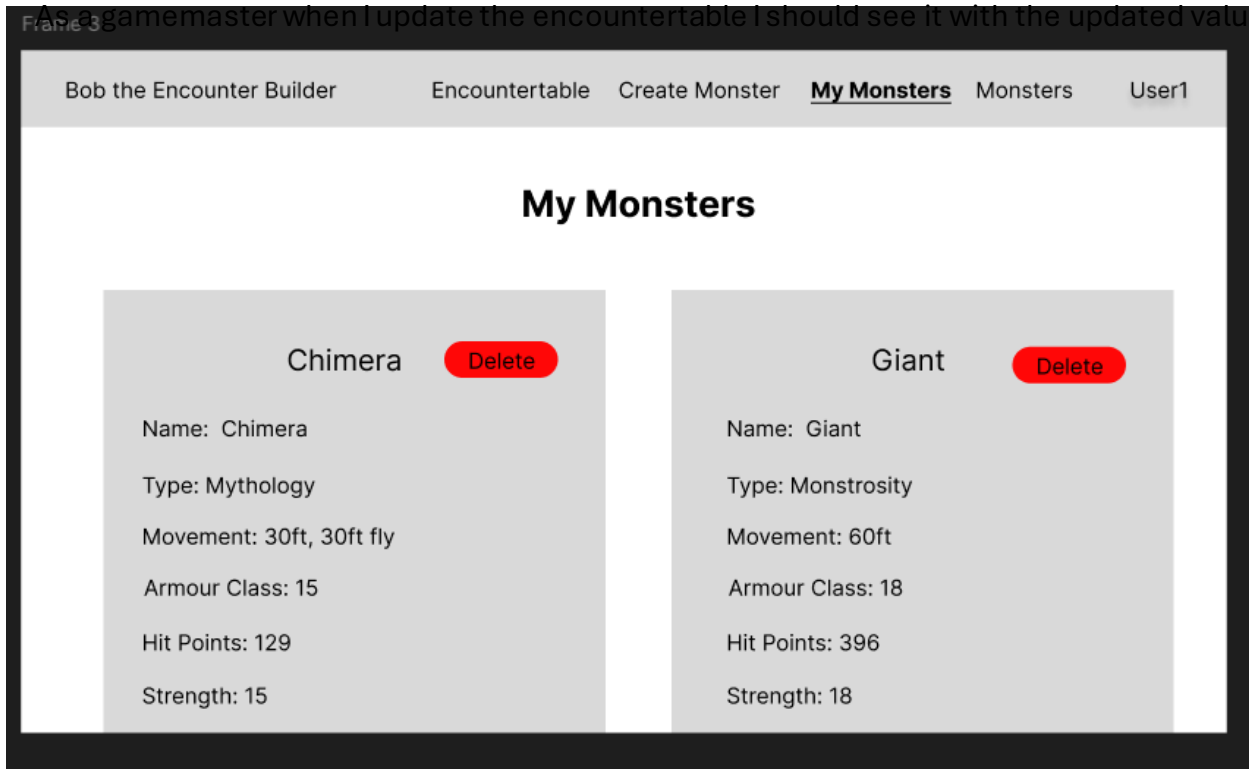
Hit Points: 216

Strength: 14

As a gamemaster

I'm able to update an encountertable

So that I can change the encountertable if I made a mistake

Acceptance criteria:

As a gamemaster when I update the encountertable I should see it with the updated values

Frame 3

Bob the Encounter Builder   Encountertable   Create Monster   **My Monsters**   Monsters   User1

My Monsters

Chimera   Delete

Name: Chimera

Type: Mythology

Movement: 30ft, 30ft fly

Armour Class: 15

Hit Points: 129

Strength: 15

Giant   Delete

Name: Giant

Type: Monstrosity

Movement: 60ft

Armour Class: 18
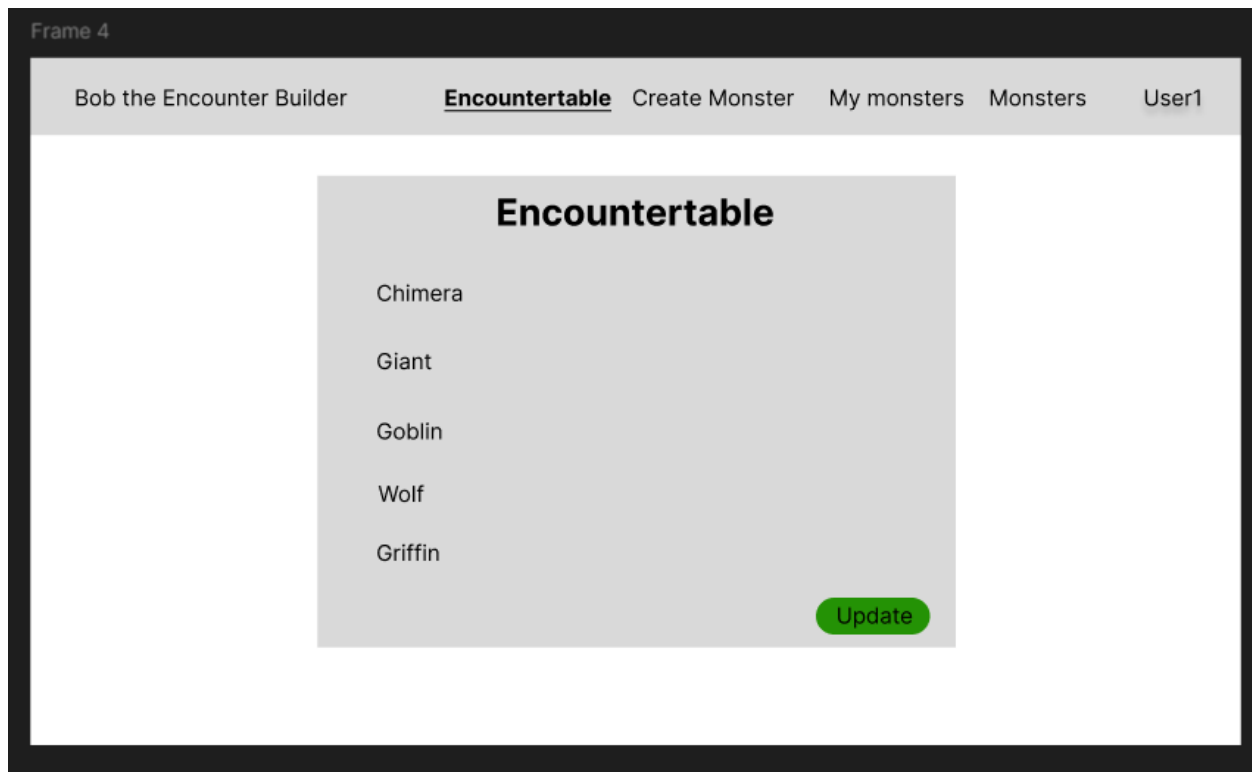
Hit Points: 396

Strength: 18

As a gamemaster

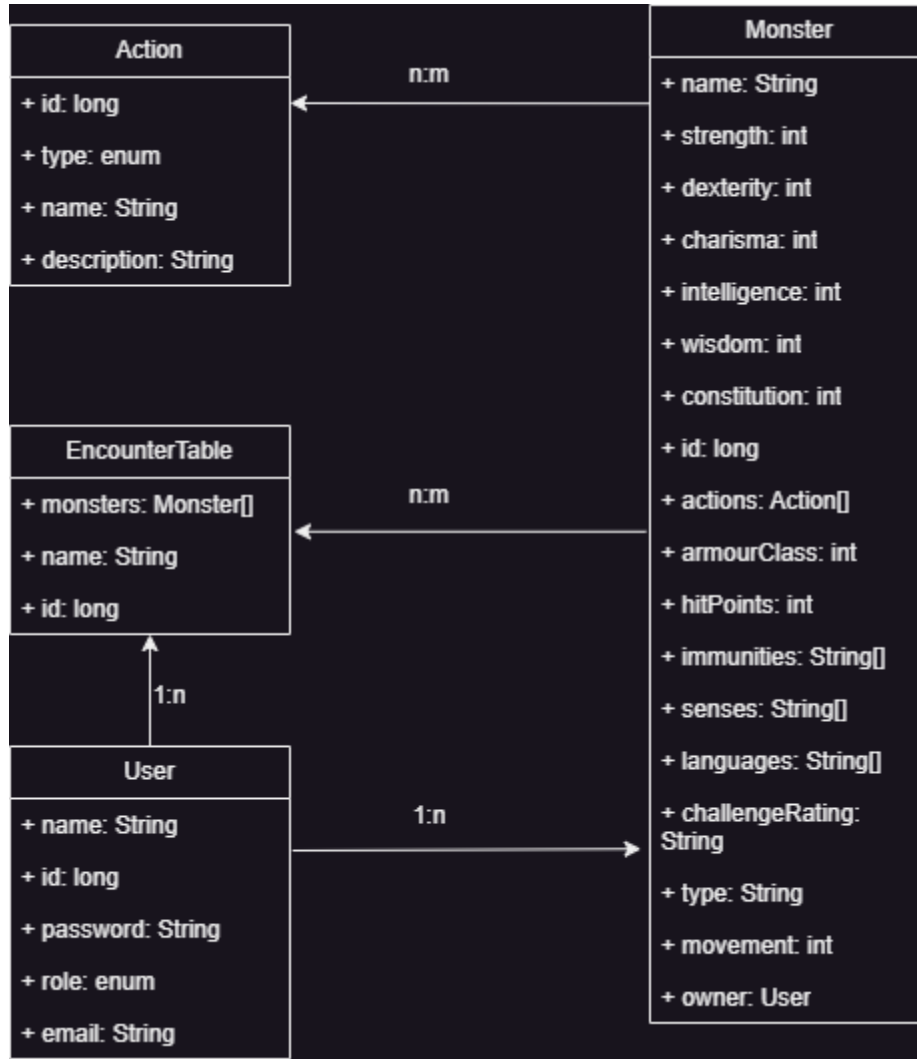I'm able to delete an action from a monster

So that I can delete a useless action form the monster

Acceptance criteria:

When a gamemaster deletes an action to the monster it shouldn't be displayed in the monster description anymore

Domain model:

Action
+ id: long
+ type: enum
+ name: String
+ description: String

Monster
+ name: String
+ strength: int
+ dexterity: int
+ charisma: int
+ intelligence: int
+ wisdom: int
+ constitution: int
+ id: long
+ actions: Action[]
+ armourClass: int
+ hitPoints: int
+ immunities: String[]
+ senses: String[]
+ languages: String[]
+ challengeRating: String
+ type: String
+ movement: int
+ owner: User

EncounterTable
+ monsters: Monster[]
+ name: String
+ id: long

User
+ name: String
+ id: long
+ password: String
+ role: enum
+ email: String

Action ← n:m → Monster

EncounterTable ← n:m → Monster

EncounterTable — 1:n — User

User — 1:n → Monster

ERD: