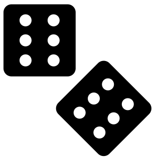
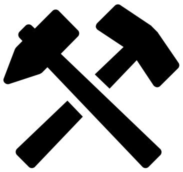
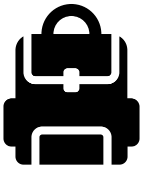
TBD – Programmers:

Project title:

- D&D character sheet
- DDCS
- D20
- D&D players aide
- D&D players journal
- Literally no clue so we'll put a pin in that….

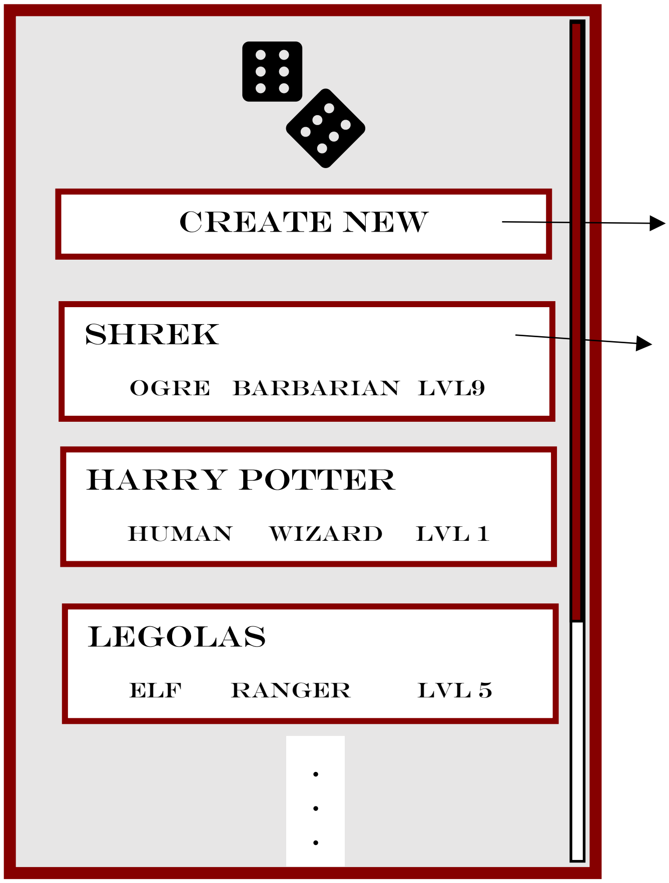
Project logo:

- Weapon…?
- 
- 
- 
- Please feel free to add….

Color Scheme:

- 🟩 or 🟦 or 🟥 or 🟧 or 🟫 ..?

Home:

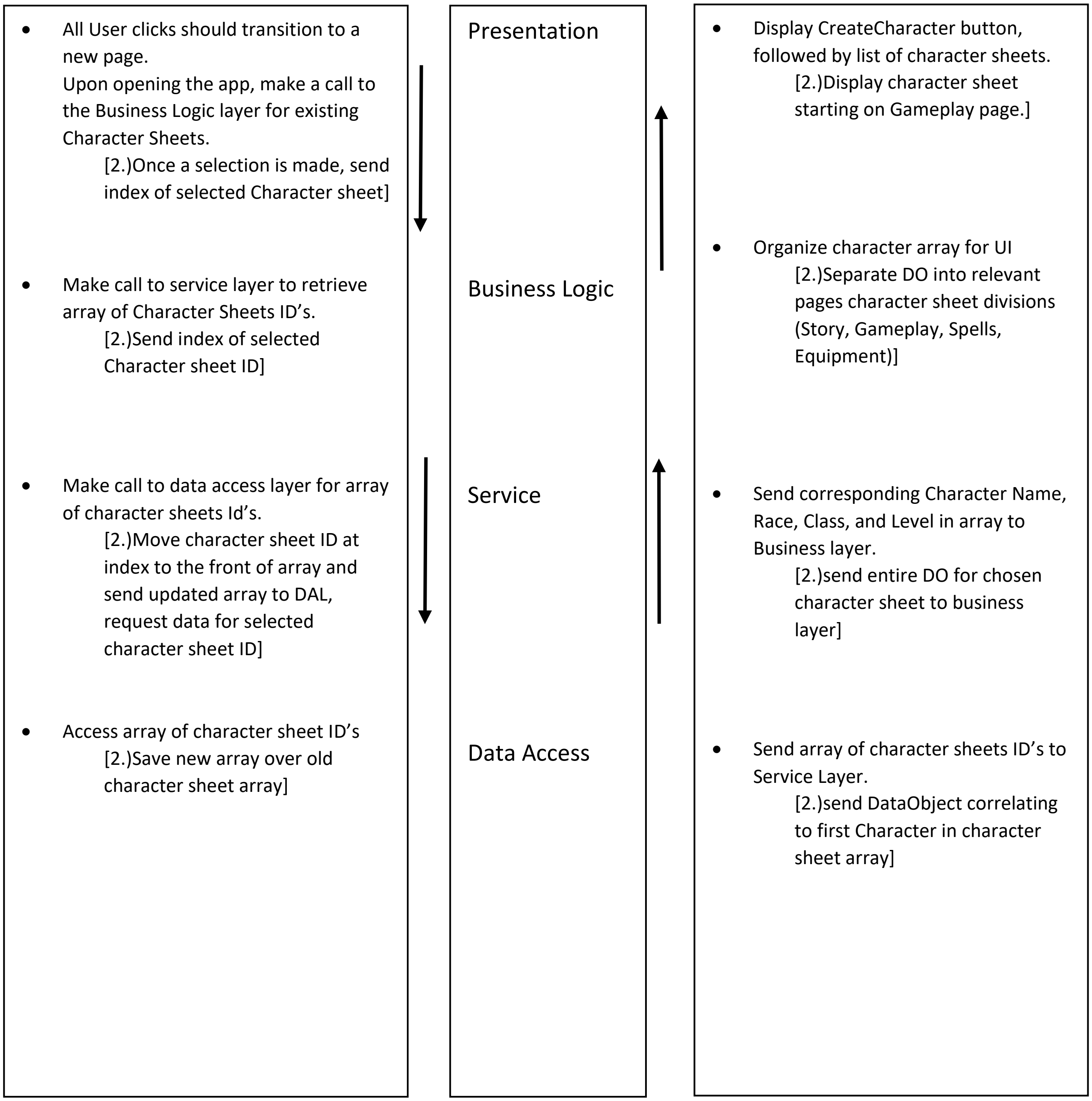

CREATE NEW
SHREK
OGRE BARBARIAN LVL9
HARRY POTTER
HUMAN WIZARD LVL 1
LEGOLAS
ELF RANGER LVL 5
.
.
.

1.)-> Create A Character

2.)-> Character Sheet

Side note:

- Font: Engravers MT
- Characters will be in a list
- List will be ordered by date last used
- Character Name should be followed by
  - Race
  - Class
  - Level



- All User clicks should transition to a new page.
  Upon opening the app, make a call to the Business Logic layer for existing Character Sheets.
  - [2.)Once a selection is made, send index of selected Character sheet]
- Make call to service layer to retrieve array of Character Sheets ID's.
  - [2.)Send index of selected Character sheet ID]
- Make call to data access layer for array of character sheets Id's.
  - [2.)Move character sheet ID at index to the front of array and send updated array to DAL, request data for selected character sheet ID]
- Access array of character sheet ID's
  - [2.)Save new array over old character sheet array]

Presentation

Business Logic

Service

Data Access

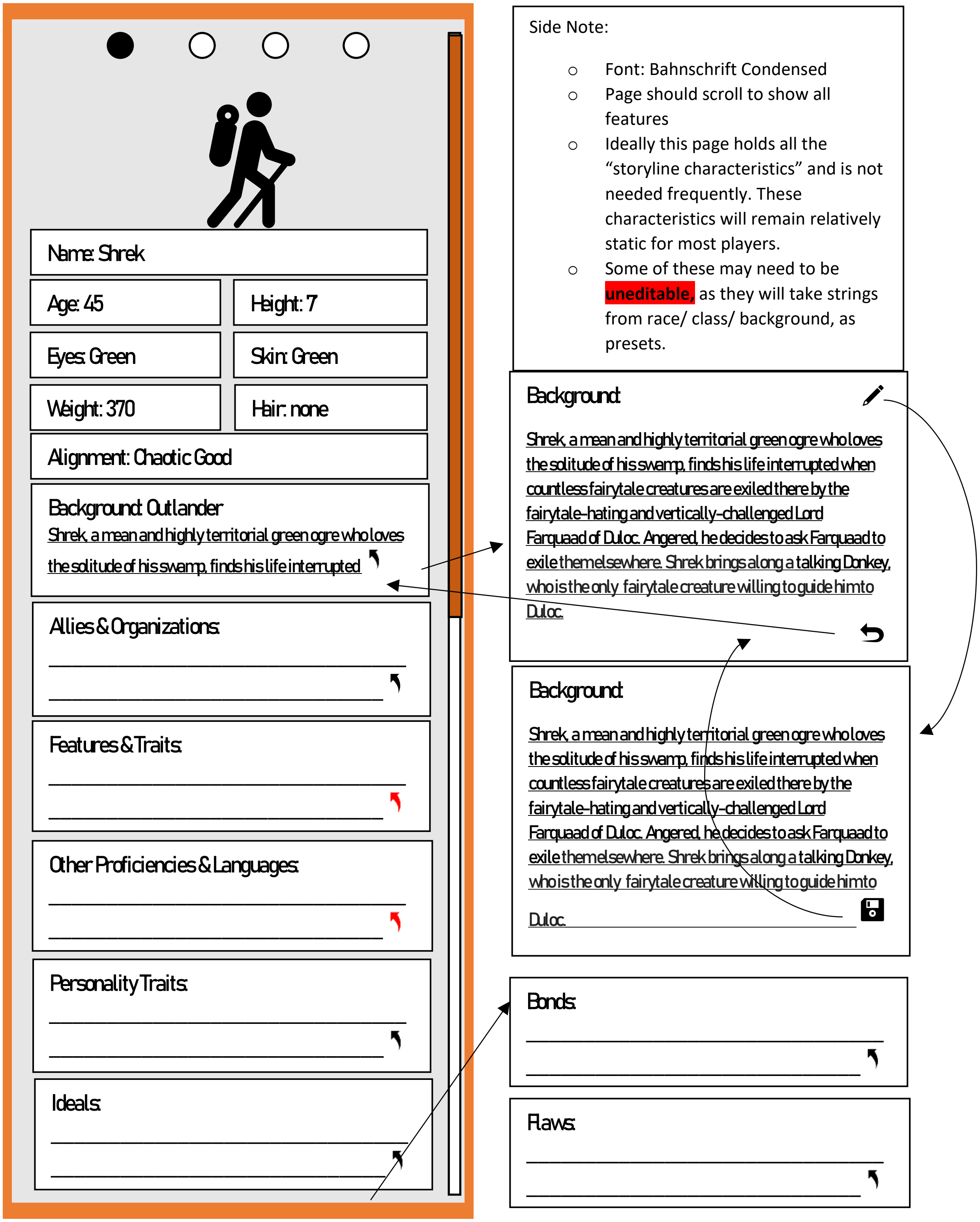
- Display CreateCharacter button, followed by list of character sheets.
  - [2.)Display character sheet starting on Gameplay page.]
- Organize character array for UI
  - [2.)Separate DO into relevant pages character sheet divisions (Story, Gameplay, Spells, Equipment)]
- Send corresponding Character Name, Race, Class, and Level in array to Business layer.
  - [2.)send entire DO for chosen character sheet to business layer]
- Send array of character sheets ID's to Service Layer.
  - [2.)send DataObject correlating to first Character in character sheet array]

1.) Create A Character

2.) Character Sheet

Side Note:

- Font: Bahnschrift Condensed
- Page should scroll to show all features
- Ideally this page holds all the “storyline characteristics” and is not needed frequently. These characteristics will remain relatively static for most players.
- Some of these may need to be **uneditable,** as they will take strings from race/ class/ background, as presets.



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Name: Shrek

Age: 45

Height: 7

Eyes: Green

Skin: Green

Weight: 370

Hair: none

Alignment: Chaotic Good

Background: Outlander

Shrek, a mean and highly territorial green ogre who loves the solitude of his swamp, finds his life interrupted

Allies & Organizations

Features & Traits

Other Proficiencies & Languages

Personality Traits

Ideals

Background

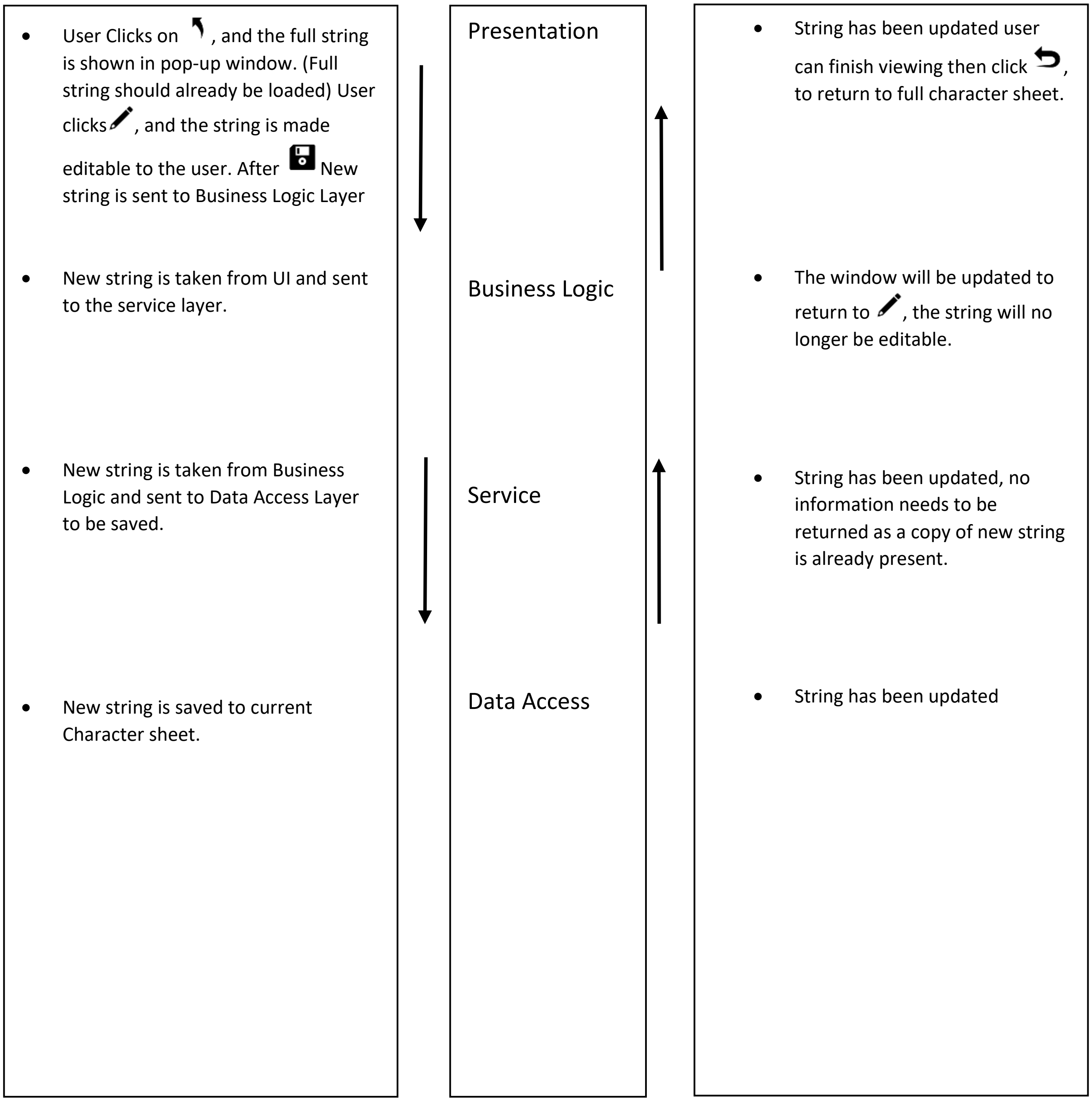
Shrek, a mean and highly territorial green ogre who loves the solitude of his swamp, finds his life interrupted when countless fairytale creatures are exiled there by the fairytale-hating and vertically-challenged Lord Farquaad of Duloc. Angered, he decides to ask Farquaad to exile them elsewhere. Shrek brings along a talking Donkey, who is the only fairytale creature willing to guide him to Duloc.

Background

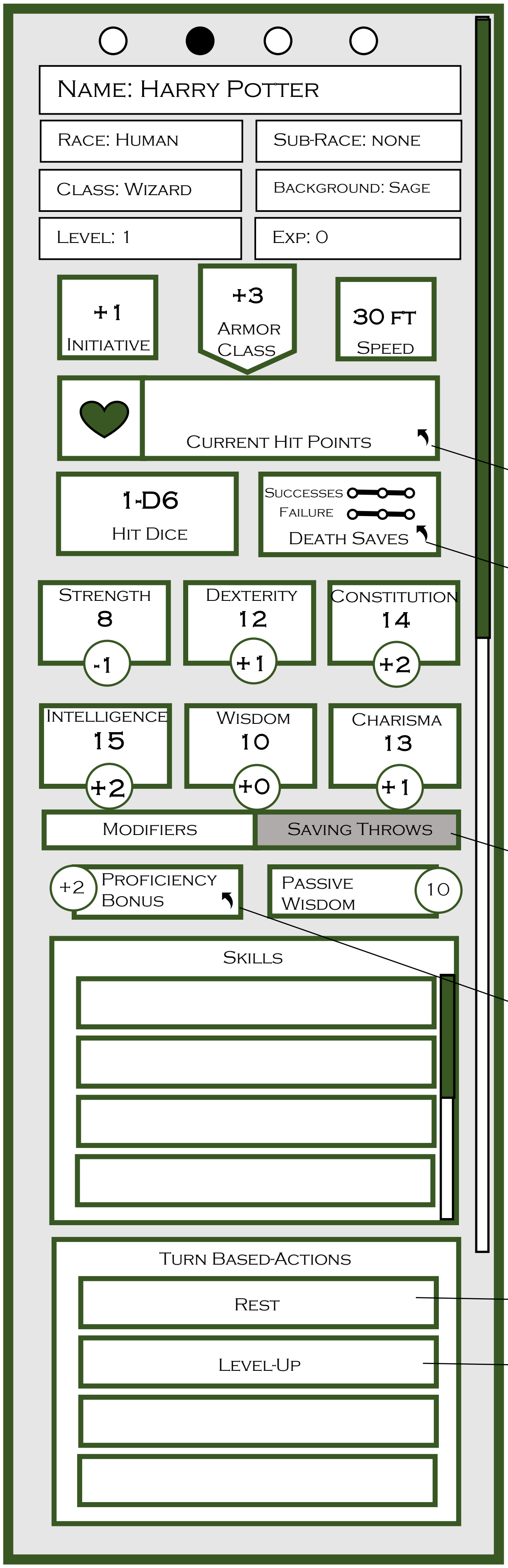
Shrek, a mean and highly territorial green ogre who loves the solitude of his swamp, finds his life interrupted when countless fairytale creatures are exiled there by the fairytale-hating and vertically-challenged Lord Farquaad of Duloc. Angered, he decides to ask Farquaad to exile them elsewhere. Shrek brings along a talking Donkey, who is the only fairytale creature willing to guide him to Duloc.

Bonds

Flaws



User Clicks on ↰, and the full string is shown in pop-up window. (Full string should already be loaded) User clicks ✎, and the string is made editable to the user. After 💾 New string is sent to Business Logic Layer	Presentation	String has been updated user can finish viewing then click ↩, to return to full character sheet.
New string is taken from UI and sent to the service layer.	Business Logic	The window will be updated to return to ✎, the string will no longer be editable.
New string is taken from Business Logic and sent to Data Access Layer to be saved.	Service	String has been updated, no information needs to be returned as a copy of new string is already present.
New string is saved to current Character sheet.	Data Access	String has been updated



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Name: Harry Potter

Race: Human

Sub-Race: none

Class: Wizard

Background: Sage

Level: 1

Exp: 0

+1 Initiative

+3 Armor Class

30 ft Speed

Current Hit Points

1-D6 Hit Dice

Successes

Failure

Death Saves

Strength	Dexterity	Constitution
8	12	14
-1	+1	+2

Intelligence	Wisdom	Charisma
15	10	13
+2	+0	+1

Modifiers | Saving Throws

+2 Proficiency Bonus

Passive Wisdom 10

Skills

Turn Based-Actions

Rest

Level-Up

Side Note:

- Font: Copperplate Gothic Light
- The dependencies on here are gonna be insane ☺
- Most data will be derived, or dynamic

Idk how this works yet, perhaps a pop up that allows for switching between normal and temporary hit points and a way to take damage

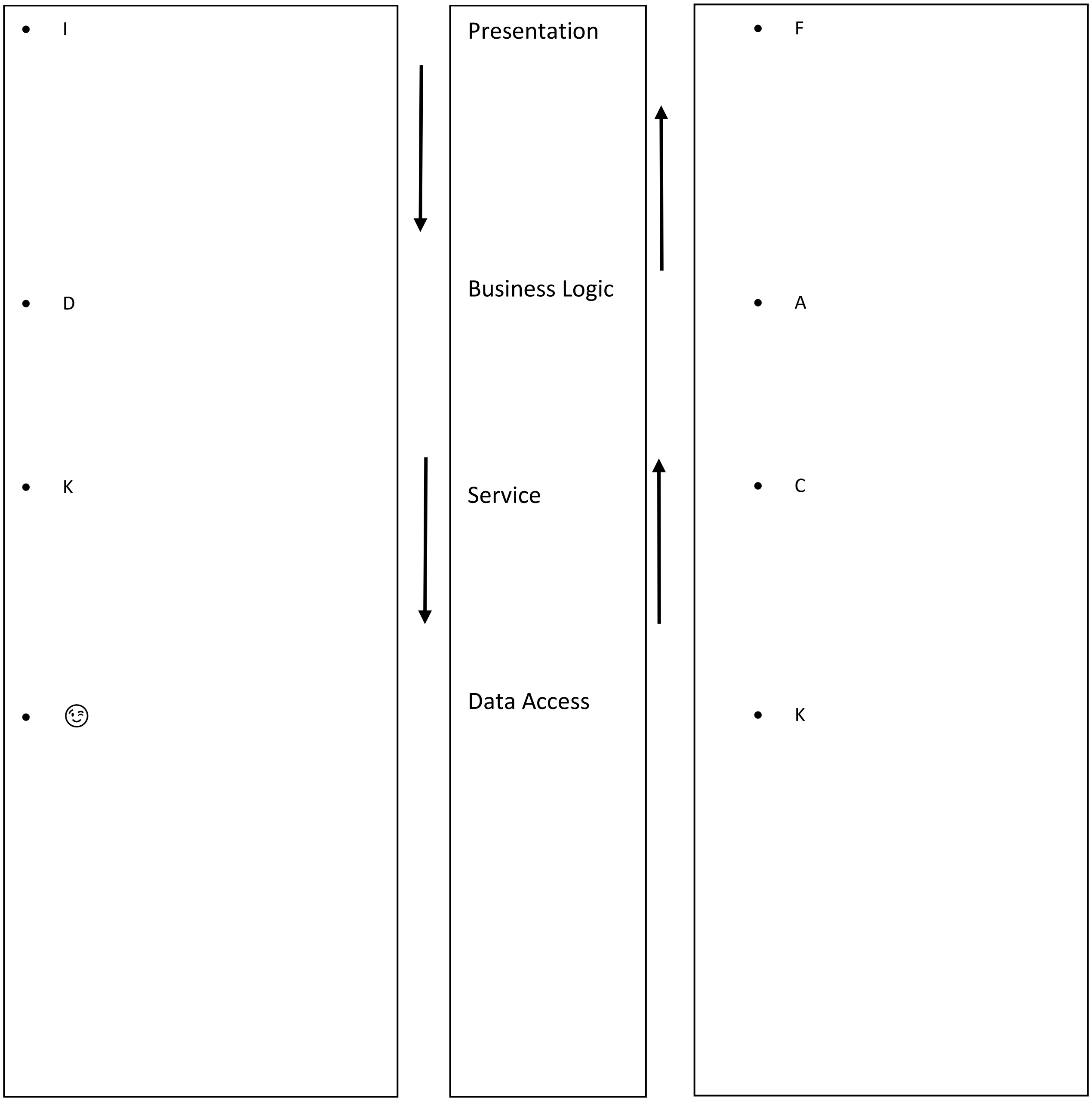
Idk how this works yet, maybe just a pop up that lets you select and deselect the dots…

Modifiers/Saving Throws: the two will just be a toggle and the circles below the stats will hold the values for whichever is highlighted, because saving room…

Clicking on this will pull up the list of Proficiencies, as apposed to swiping to the other page

2a.)?

2b.)?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Presentation
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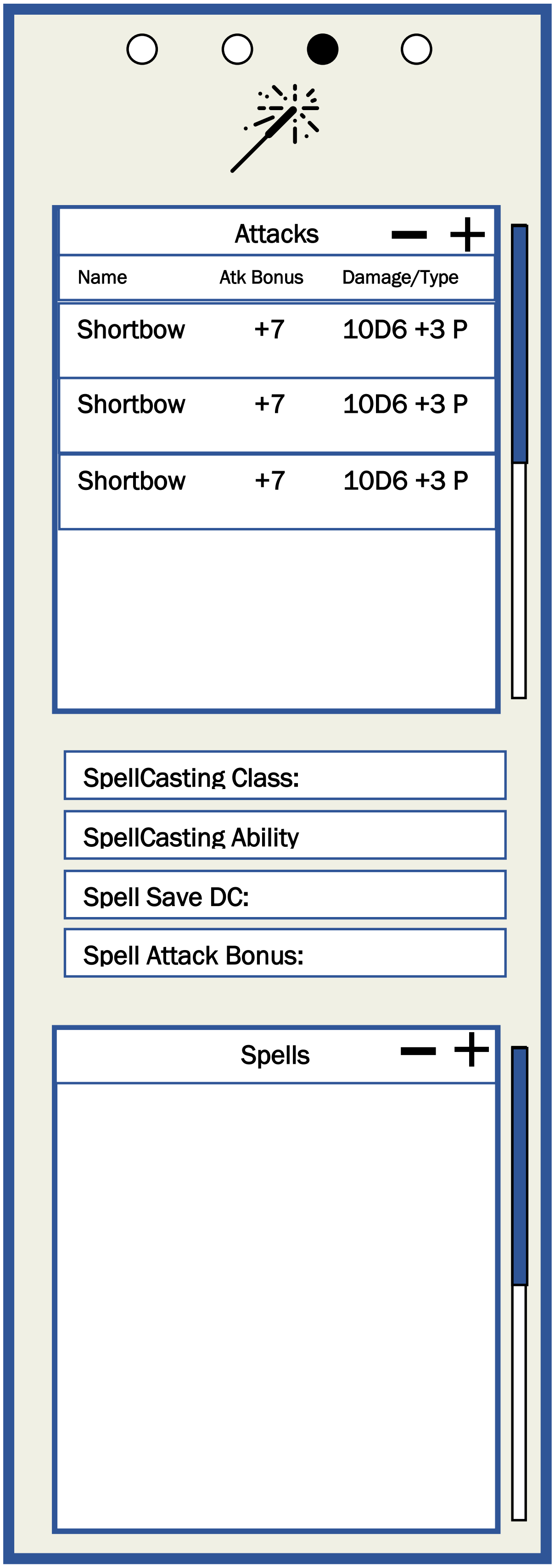


Attacks

Name	Atk Bonus	Damage/Type
Shortbow	+7	10D6 +3 P
Shortbow	+7	10D6 +3 P
Shortbow	+7	10D6 +3 P

SpellCasting Class:

SpellCasting Ability

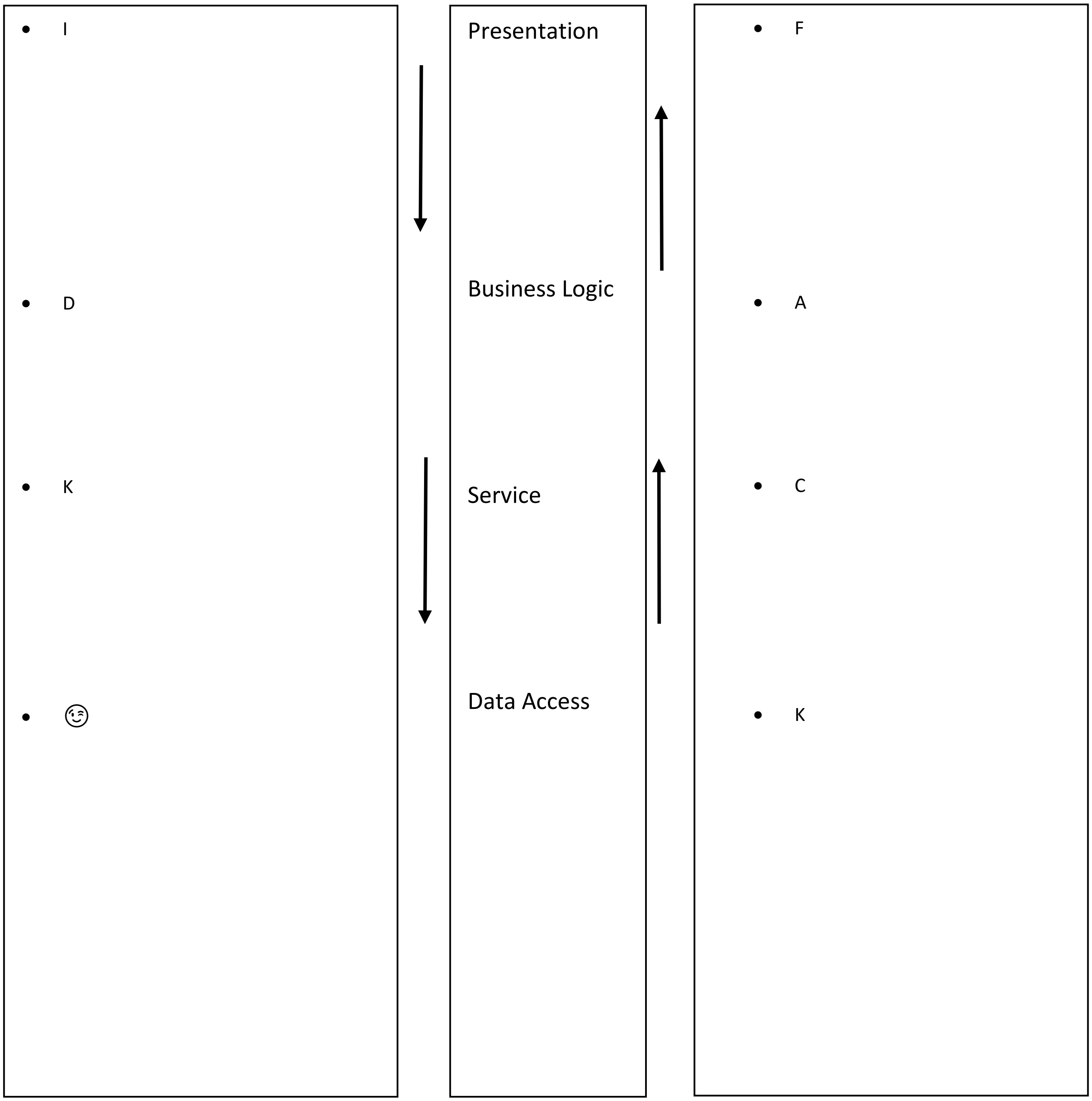
Spell Save DC:

Spell Attack Bonus:

Spells

Side Note:

- Font: Franklin Gothic Book
- Ideally we would add a weapon and that weapon would draw from appropriate modifiers
    - Add Weapons from a list of ones provided by api
    - Allow custom?
- Ideally spells would be added and pull from appropriate stats and modifiers.
- Apparently spells are complex and I do not fully understand them yet
    - Add Spells from a list of spells provided by api
    - Allow custom?



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Presentation
Business Logic
Service
Data Access

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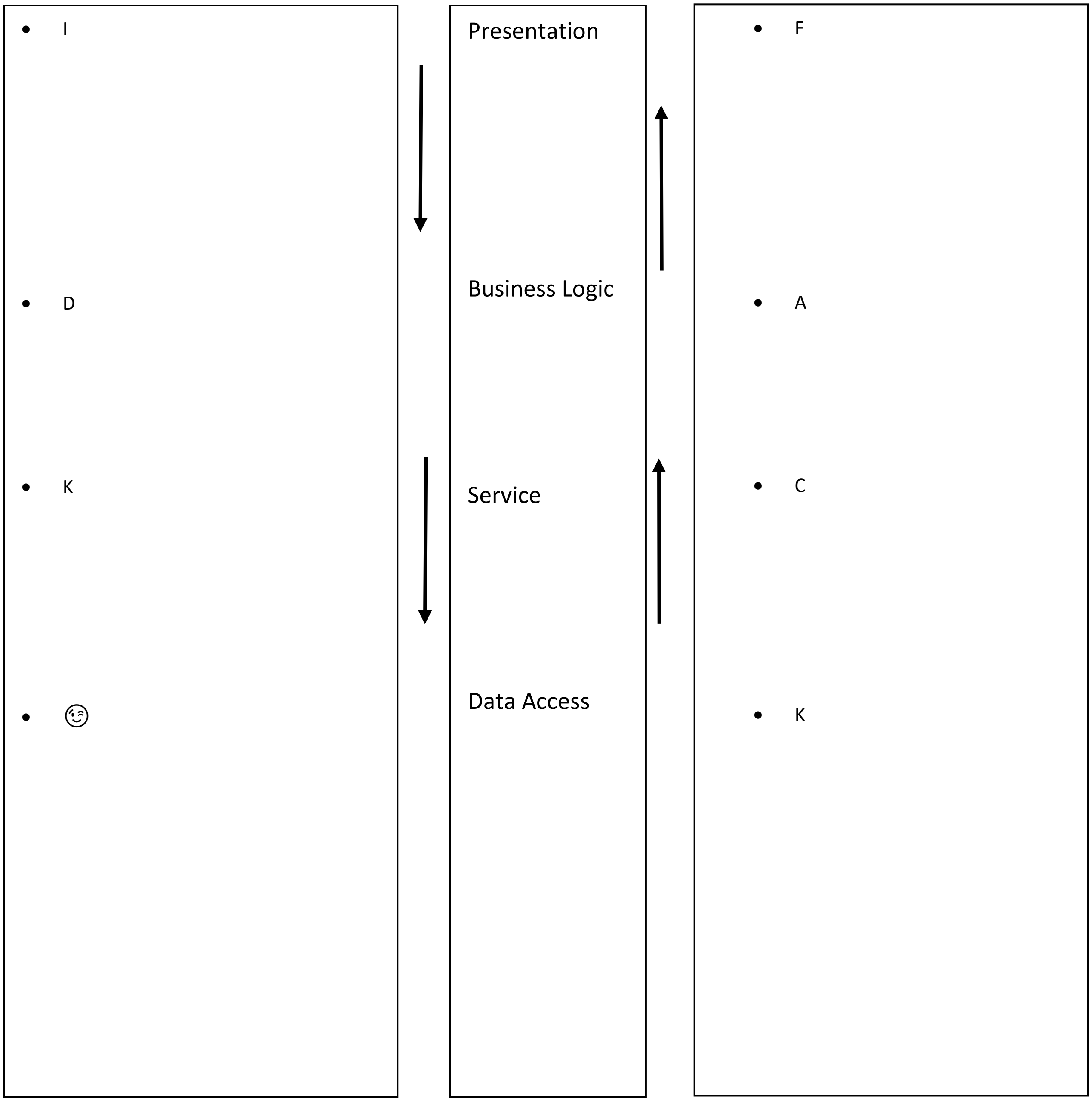
Weapons − +

Armor − +

Other − +



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Presentation

Business Logic

Service

Data Access

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