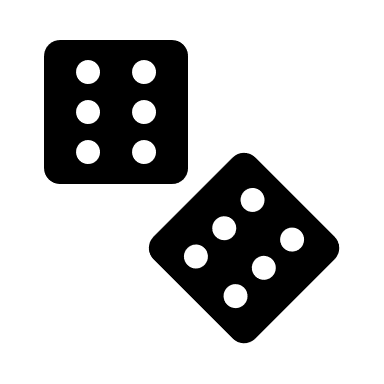
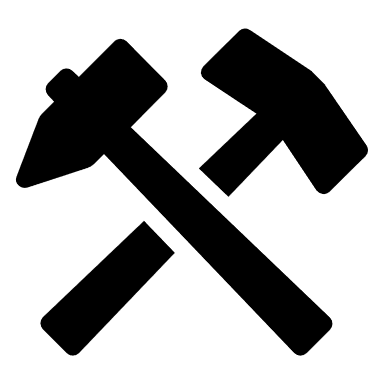
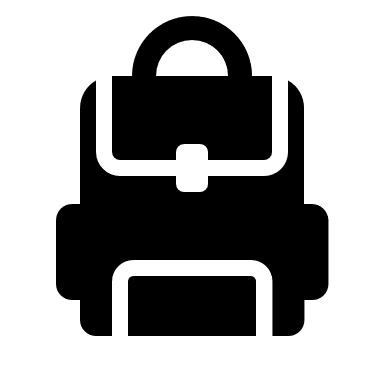
**TBD – Programmers:**

**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:**

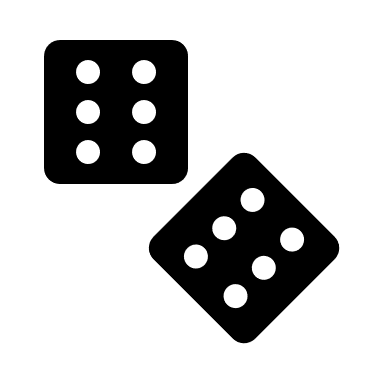
* Weapon…?
* 
* 
* 
* Please feel free to add….

Color Scheme:

* or or or or

..?

**Home:**



.

.

.

Legolas

Elf Ranger Lvl 5

Harry Potter

Human Wizard Lvl 1

Shrek

Ogre Barbarian lvl9

Create New

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)]

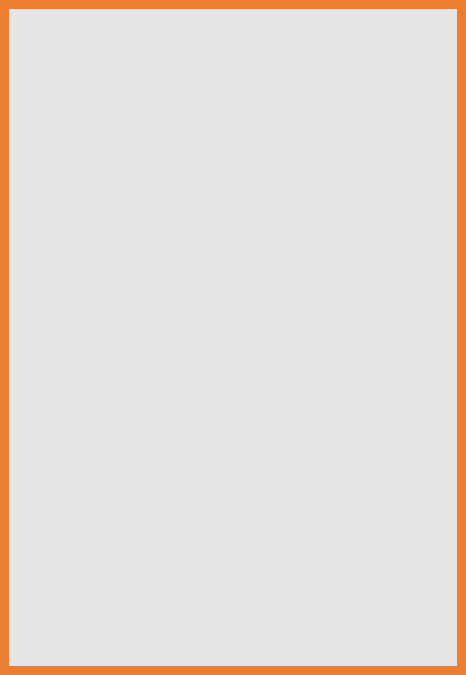
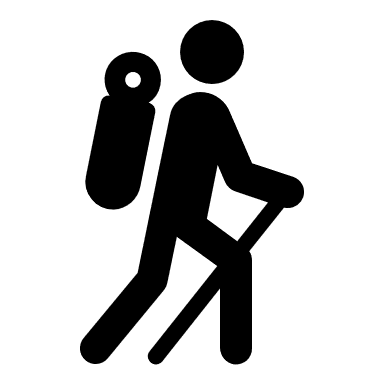
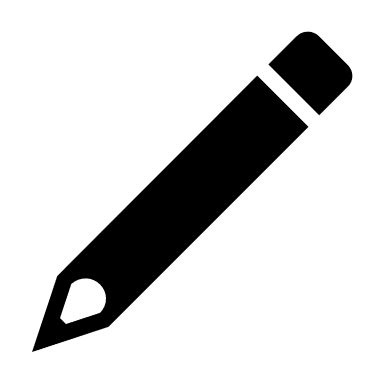
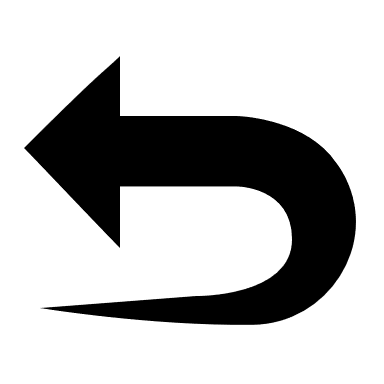
* Send corresponding Character Name, Race, Class, and Level in array to Business layer.

[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]

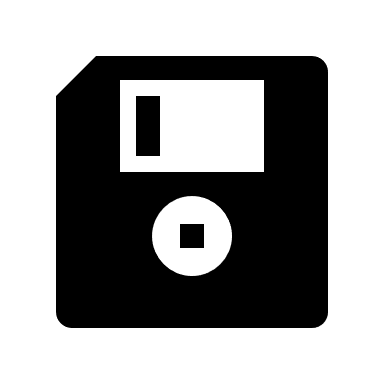
1. **Create A Character**
2. **Character Sheet**



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.

Background:

[Shrek](https://en.wikipedia.org/wiki/Shrek_(character)), a mean and highly territorial green [ogre](https://en.wikipedia.org/wiki/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](https://en.wikipedia.org/wiki/Lord_Farquaad) of Duloc. Angered, he decides to ask Farquaad to exile them elsewhere. Shrek brings along a talking [Donkey](https://en.wikipedia.org/wiki/Donkey_(Shrek)), who is the only  fairytale creature willing to guide him to Duloc. 

Bonds:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Flaws:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

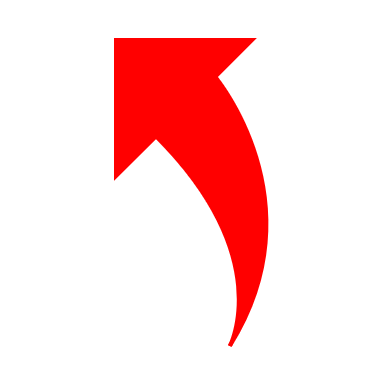
Allies & Organizations:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

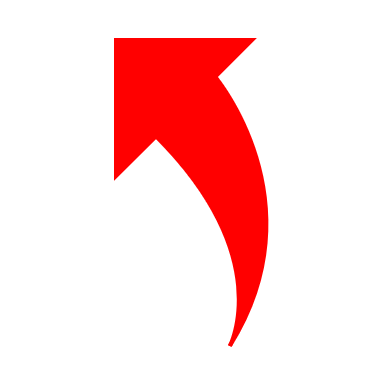
Background: Outlander

[Shrek](https://en.wikipedia.org/wiki/Shrek_(character)), a mean and highly territorial green [ogre](https://en.wikipedia.org/wiki/Ogre) who loves the solitude of his swamp, finds his life interrupted 

Features & Traits:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Other Proficiencies & Languages:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Personality Traits:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ideals:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Alignment: Chaotic Good

Age: 45

Weight: 370

Height: 7’

:

Eyes: Green

Hair: none

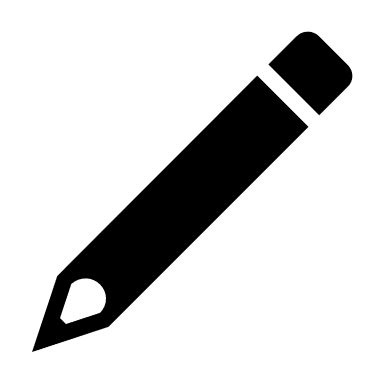
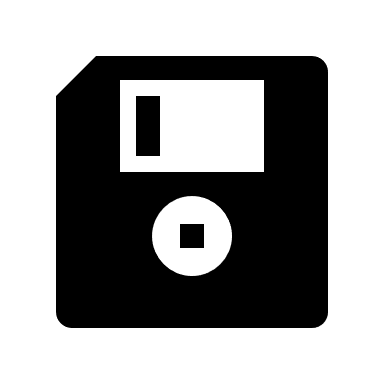
Skin: Green

:

Name: Shrek

Background:

[Shrek](https://en.wikipedia.org/wiki/Shrek_(character)), a mean and highly territorial green [ogre](https://en.wikipedia.org/wiki/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](https://en.wikipedia.org/wiki/Lord_Farquaad) of Duloc. Angered, he decides to ask Farquaad to exile them elsewhere. Shrek brings along a talking [Donkey](https://en.wikipedia.org/wiki/Donkey_(Shrek)), who is the only  fairytale creature willing to guide him to Duloc.

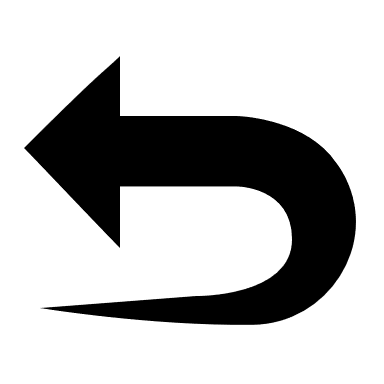
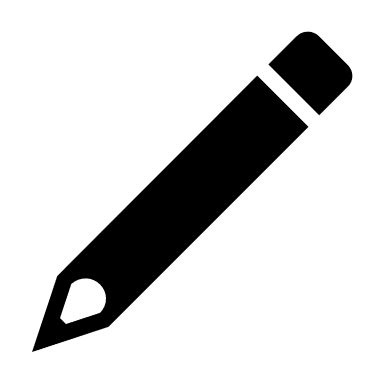
* User Clicks on , and the full string is shown in pop-up window. (Full string should already be loaded) User clicks, and the string is made editable to the user. After New string is sent to Business Logic Layer
* New string is taken from UI and sent to the service layer.
* New string is taken from Business Logic and sent to Data Access Layer to be saved.
* New string is saved to current Character sheet.

Presentation

Business Logic

Service

Data Access

* String has been updated user can finish viewing then click , to return to full character sheet.
* The window will be updated to return to , the string will no longer be editable.
* String has been updated, no information needs to be returned as a copy of new string is already present.
* String has been updated

\

**2a.)?**

**2b.)?**

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

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

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

Level-Up

Rest

Turn Based-Actions

**+3**

10

**+1**

Skills

Modifiers

Saving Throws

+2

Passive Wisdom

Proficiency Bonus

Charisma

**13**

**+1**

Wisdom

**10**

**+0**

Intelligence

**15**

**+2**

Constitution

**14**

**+2**

Dexterity

**12**

**+1**

Strength

**8**

**-1**

Class: Wizard

Background: Sage

Armor Class

Initiative

Speed

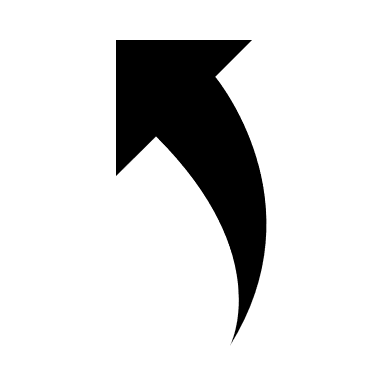
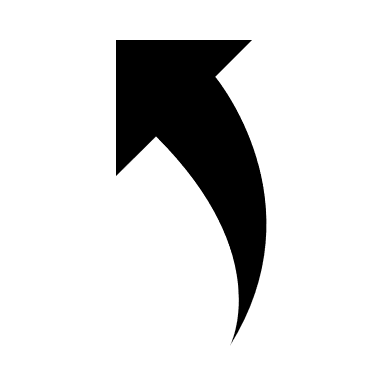
**30 ft**

Death Saves

Successes

**1-D6**

Failures



Current Hit Points

Hit Dice

Level: 1

Exp: 0

:

Race: Human

Sub-Race: none nnoneWizard

:

Side Note:

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

Name: Harry Potter

* I
* D
* K
* 😉

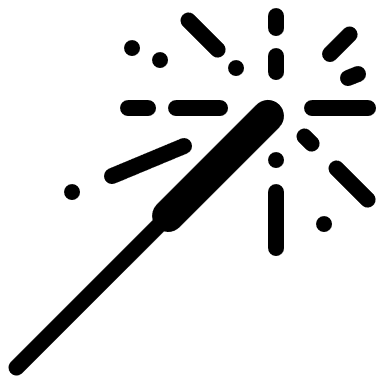
Presentation

Business Logic

Service

Data Access

* F
* A
* C
* K



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?

**Shortbow +7 10D6 +3 P**

**Shortbow +7 10D6 +3 P**

**Spells**



**SpellCasting Class:**

**SpellCasting Ability:**

**Spell Save DC:**

**Spell Attack Bonus:**

**Name Atk Bonus Damage/Type**

**Shortbow +7 10D6 +3 P**

**Attacks**

* I
* D
* K
* 😉

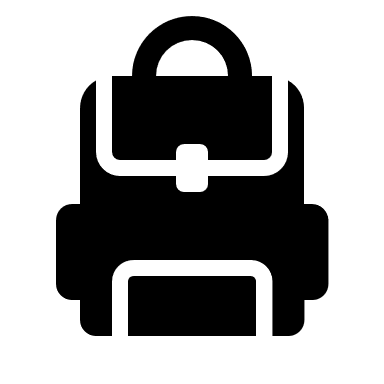
Presentation

Business Logic

Service

Data Access

* F
* A
* C
* K





Other



Armor



Weapons



0 0 0 20 0

* I
* D
* K
* 😉

Presentation

Business Logic

Service

Data Access

* F
* A
* C
* K