Welcome, Bugtesters!

First of all, thank you so much for your interest in my project (or at least, your interest in crashing the hell out of it)! I have a few notes here to help you establish what parts of the project are functional, or bugs that I’ve already observed. They’re grouped by the stages of the program as seen on the title area (or which stage you’ve seen already). Many of the “missing” information is simply due to time constraints—after the project is functional from beginning to end, the rest of the options will be filled in.

Stage 0: New Character, or Update Old?

This is the easiest stage. The “Update Old” button currently does not function. Please select “New Character”.

Stage 1: “About You”

This stage is about the most basic stats and features of your starting character. This page was effectively finished by the time I came back to it, so it is the prettiest and needs the least work (presumably).

* Eventually, the Base Attack Bonus, CMB/CMD, and Fort/Ref/Will Save fields will be added in the empty area to the bottom left.
* Other than this, go nuts. Be warned that there are no holds barred with regards to leaving fields empty—if you click “next” without entering base stats, for example, the program will currently not warn you by throwing error messages, and simply crash. It is recommended that in order to progress to the next pages and bugtest them, ensure you have selected a gender, race, class, and at least rolled base stats. Feel free to keep track of which fields must be complete in order to progress to the next stage.

Stage 2: “Skills & Feats”

From here on out, the stages are *not* pretty. I’ll be rearranging the elements and polishing their presentation after I feel confident in their functionality.

* Currently, the skills list behaves as expected…despite this not technically being the way that skills actually work…but I’m leaving it this way on the hope that for now, no one in terms of potential employers notices (lol). I’m getting closer, though. Soon!
* Currently it is not implemented that the feats dropdown list also provides a short description in a small text area field—this is planned. It is also not implemented that your feats will save, and right now the feats list is mostly restricted to feats that have no prerequisites (again, hoping this is enough to demonstrate proof of concept and will not really be noticed).

Stage 3: “Equipment”

* Select the category for what \*kind\* of item you’re looking for, then select your desired item from the dropdown list, and the textbox will tell you about that item. Additionally, the “Pack” button can be used to effectively “buy” the item, update your remaining wallet and carrying capacity, and storing that item. The “Unpack” button will do the inverse: return the money you were planning to spend to your wallet, free up more weight, and remove the item from your inventory.
* It looks like the weight function is still a little screwy—I’ve seen a character start off with a carrying capacity of -6 lbs. If you wouldn’t mind keeping an eye on this and seeing how the program behaves under whatever circumstances, that’d be nice!

Stage 4: “Powers, Skills[, and/or other things]”

* Technically not yet implemented. You probably won’t even see this page for now, so no worries ☺ but in future, this will be for creating spellcasters’ spellbooks, and such things.