Character Manager Weekly Update

Week 9

CPT-250-F41

Connor Clawson – Ed Weber

# Major Work

This week’s work focused on implementing changes based on feedback given from our class this past Tuesday. The work completed is as follows:

* The “table\_delete” page now lists the name of the character that is about to be deleted
* The “table\_update” page got a rework of the logic used to grab and place existing values to their respective fields. This means that any fields left blank will reset to their previous values upon a failed attempt at submission. A cancel button was also added to send the user back to the “table\_view” page.
* The “table\_add” page also received a cancel button in addition to a change in the ‘character-name’ field to retain the name the user entered upon a failed attempt at submission.

One other piece of feedback was to figure out how best to differentiate duplicate records. The more I thought about this the more I realized that it would be best tackled overtime with better list design rather than implementing a quick fix.

# Next Milestone

The first elements of the Character Skills system were put in place at the start of the project, Further refinement of this will be the focus of the next 7 days. By April 4th, the character sheet should feature a full list of skills and their relevant fields. Each skill will have:

* The total bonus for that skill
* The ability modifier applicable to that skill
* a bonus for skills that are considered “class skills” depending on the class chosen for that character
* Fields for skill points called “ranks”
* Fields for bonuses from feats and other abilities
* A field for the Armor Check Penalty for skills that use it

The total bonus will be calculated automatically using JavaScript and the various fields entered by the user. The result does not need to be saved to the database.

For the ease of readability, the “table\_add” and “table\_update” pages will be updated with CSS. In addition, I am evaluating a possible rework for both of these pages to share a single shared form to streamline the development and reduce possible errors. I will report my findings by no later than the week 10 report.

# File Changes

|  |  |
| --- | --- |
| File Name | Changes |
| model/table\_data.php | * Amended get\_characters to include the characters race. |
| view/table\_add.php | * Added cancel button. * Amended Character Name field to retain its previously entered value. |
| View/table\_delete.php | * The first paragraph now specifies the name of the character to be deleted. |
| View/table\_list.php | * Added another add-button to the bottom of the list. Ideal for when the list grows long. |
| View/table\_update.php | * Refactored logic for value carry-over between failed submission attempts. * Added cancel button. |

# Parting Thoughts

I remain confident in my skills and plan for this project. Moving this project to GitHub has proved to be a boon when my homes power and net became spotty with last week’s storms. I’m not used to having to do this much documentation on a solo project, which is funny considering how many personal projects I have ideas for outside my education and upcoming career. It will be good to get into the habit of it.