Character Manager Weekly Update

Week 10

CPT-250-F41

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# Major Work

This week focused on the bug fixes involving the skills list and form refactor, as well as the planning stage for the feats system and updates to the project design document. The work involved includes:

* Updates to the design document
  + Expanding the section on Skills
  + Adding details on feats
* Fixed issues with apostrophes in the character name and disappearing Character\_ID.

# Next Milestone

With the planning for the first version of the feats system complete, it is now on to development of the feats system. Once that’s in place, the first version of the Inventory system. This will involve another update to the database structure. Given the relative simplicity of the feats systems intended design, I anticipate that I will be able to get started on the inventory system in the same week, or have it finished by next week’s deadline if I manage my time right!

# Parting Thoughts

Over the course of developing this I’ve been doing refactors as needed, I anticipate that will be the case until the project’s completion. I’ve got the feats, inventory, weapons, and armor to go for minimum viable product. We have about one month of time left in the semester and I remain confident that I can accomplish this!

# File Changes and Additions

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| File Name | Changes |
| Controller/controller.php | * Renamed $user\_message to $system\_message |
| Css/main.css | * Begining refactor of skill list table and character name, race, and with their own grouped sections. |
| Docs/  CBAC\_midterm\_Project\_Documentation.docx | * Updated with more details on skills and preliminary details on feats. |
| View/npc\_sheet.php | * Character\_ID field is now always present and only used when updating a character * Beginning the <div> grouping of sheet elements. |
| View/system\_message.php | * This file never got used and has been removed from this project. |
| View/table\_add.php  View/table\_delete.php  View/table\_list.php  View/table\_update.php | * Renamed $user\_message to $system\_message |

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