Character Manager Weekly Update

Week 12

CPT-250-F41

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# Major Work

This week focused the implementation of the Feats system. The work involved includes:

* Adding the “Feats” table
  + (ID, Character\_ID, Feat\_Name, Feat\_Description)
  + Foreign key constraint added to Character\_ID
* Adding CRUD functions for Feats
* Added additional line to Character Delete query to delete Feats tied to a given character.

# Next Milestone

Next week will be the addition of character inventory and an update to the Design document for the Feats system and the addition of the Inventory system. If time permits, there will also be changes to how the Ability Scores are entered and shown, and the automatic calculation of ability modifiers.

# Parting Thoughts

This week had an unforeseen complication as my main PC’s motherboard had begun to fail and needed to be replaced. With this complication sorted out, I was able to resume work with my preferred system. Having multiple large screens helps speed up the development process. Confidence remains high in regard to the completion of this project.

# File Changes and Additions

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| File Name | Changes |
| Controller/controller.php | * Implemented CRUD functionality for Feats | |
| Css/main.css | * Added styles for Feats | |
| Js/character\_sheet.js | * Added functionality for adding and removing feats. | |
| Model/table\_data.php | * Added CRUD functions for feats * Updated Delete\_character to remove feats attached to a character that is to be deleted. | |
| SQL/  Character\_manager\_week\_12.sql | * Created backup of new database refactor. * Added Feats table. | |
| View/Npc\_sheet.php | * Added feats section with auto-population for existing feats. | |
| View/table\_add.php | * Added “Notes” to data array | |