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SACS Automatic Character Sheet (SACS)

**In order to run the program, please follow the instructions in the README file.**

This is a Semi-Automatic Character Sheet, or SACS for short, for 5th Edition Dungeon and Dragons. It allows you to put in information into the character sheet and SACS will fill in some portions for you and will allow you to have full customisability of the character sheet. SACS is supposed to aid you in the initial character building process, and you will be more successful if you have the player’s handbook with you. There are prefilled drop down menus, text input boxes, and checkboxes to aid filling out the form.

We learned how to manage the many classes that we created to combine all of them to work together. After facing continuous obstacles when trying to use Spring MVC, Matt figured out how to get Node.js along with three of its libraries, the Java library, the Express library, and the Handlebars library, to allow integration of the SACS java files into a website application.

As previously mentioned, we tried, tested, and failed over and over again with Spring MVC with Gradle. It complicated on how to operate and how to set up, so Matt used Node.js and three of its libraries to allow the integration. We also diverged from our Project Proposal by not having from different options of filling out the character sheet to a single one. Another mishap was that we were unable to host the program on our private web server because our computer was not powerful enough.

Zayin was a part of the back-end for the project. He worked on the java files and the text documents that was read in by the java files. Outside of coding, he wrote the proposal, worked on the documentation and wrote this document you are reading right now. Weston was also a part of the back-end. He worked on the java files and text files. Outside of coding, he worked on the documentation and the Visio UML documentation. Matt worked on the front-end. He worked on the website and integrated the java files into the website using Spring MVC Node.js and three libraries to get everything to work. Outside of coding, Matt did most of the initial documentation. Gabe also worked the front-end. He helped Matt with Spring MVC until we switched to Node.js and Gabe helped out there as well. He set up the main website that the User interacts with. Outside of coding, He helped out with the documentation. We all worked well as a group, and we would all help out when the time was needed.