

Dungeons & Databases

Status: Complete

Key dates

- ER Diagram Deadline: 11/04/2024
- Proof of Concept (Soft Deadline): 11/22/24
- Project Deadline: 12/14/2024

Vision

PRFAQ: What's the ideal headline about this launch?

Dungeons & Databases: A new way for Dungeon Masters to manage their D&D Games

What are we building?

- A website for Dungeons Masters to keep track of different parts of a campaign
- Focused on storing data only useful to the DM and relevant to their campaigns
- A more sleek version of the massive databases online that you can tailor

Who is it for?

Dungeon Masters and players of Dungeons & Dragons

Why are we building it?

- D&D has a considerable barrier to entry for both players and dungeon masters.
- The Dungeon Master is in charge of a lot!
 - World Building
 - Designing NPCs
 - Planning out Encounters
 - Finding Monsters
 - Placing Magical Items
- Campaigns can last for a really long time
- DMs don't have many resources easily accessible resources
 - The ones that are available are not quick to interpret
 - Official Books
 - Roll20
 - DNDBeyond

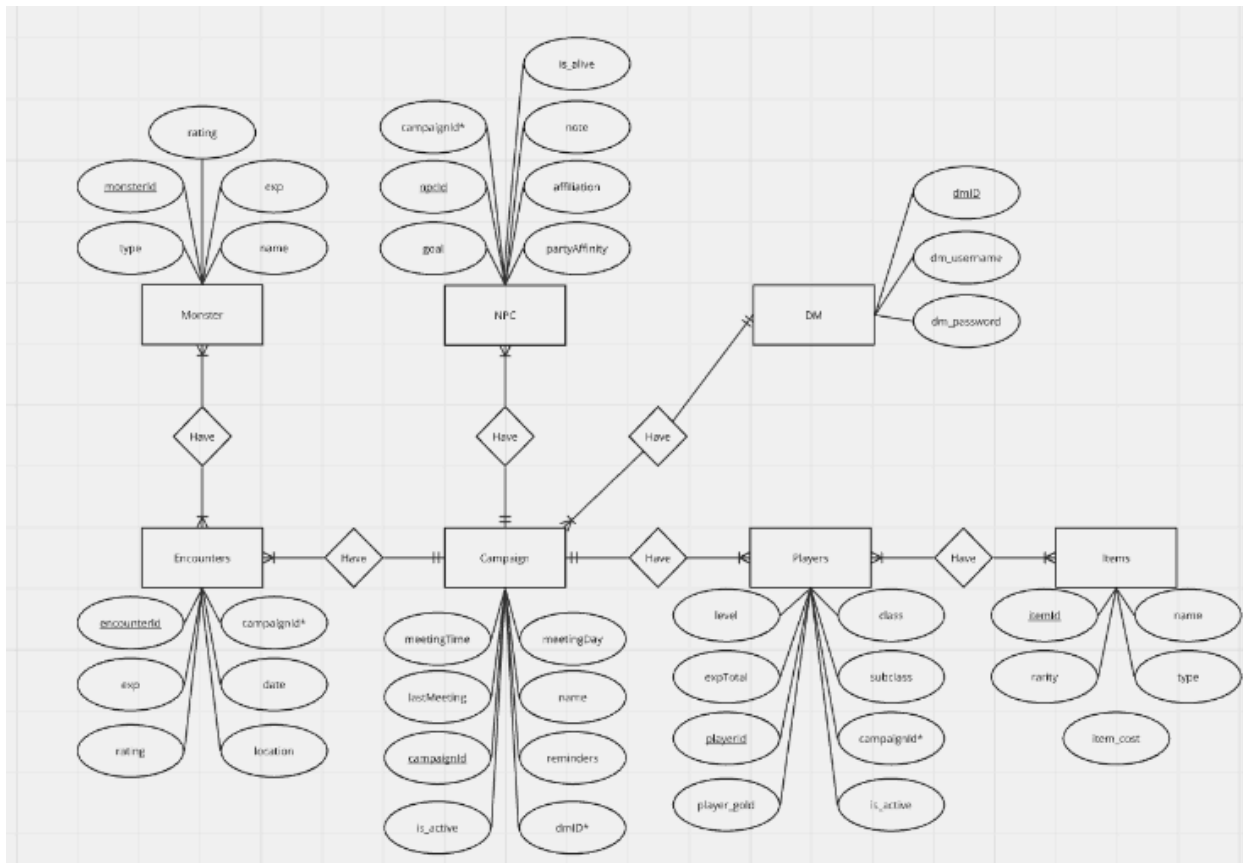
Why now?

I'm currently learning to be a Dungeon Master!

How are we measuring success?

- How easy is the app to customize?
 - App can be tried by multiple users who run their campaigns differently

Entity Relationship Diagram



Dependencies (For Windows only)

#	Dependency	What it impacts	Instructions to Install
1	MySQL	Server-side Database	https://dev.mysql.com/doc/refman/8.4/en/windows-installation.html
2	Python 3.13	The code cannot be interpreted	https://www.python.org/
3	pip	Needed to install other dependencies	In terminal: >python -m pip install -U pip
4	my-sql-connector	Interacts with MySQL Backend	>pip install mysql-connector-python

		Database	(Additional Set up is needed)
5	Flask	Builds front end	<pip install flask
6	Bcrypt	Hides personal user data (passwords etc.)	>pip install bcrypt

Future vision

1. Legal side of things (Is it legal to host D&D data online?)
2. Create new styling and make the website look nice
3. Host the project online

