

Character Editor Use Case Diagram

```

graph LR
    Player((Player))
    Start([Start])
    Create([Charakter erstellen  
(Eingabebereich)])
    Check([Charakter checken  
(Ausgabebereich)])
    Format([Wohnformatiert +  
berechnete Werte])

    Player --- Start
    Player --- Create
    Player --- Check
    Player --- Format

    Create --> Check
    
```

Character Editor User Interface

CHARACTER EDITOR

CREATE YOUR CHARACTER HERE!

General

Name:

Gender: ☐ m ☐ f ☐ o

Race:

Class:

Birthday:

Appearance

Height: m

Weight: kg

Eye Color:

Hair Color:

Items

Accessories:

Clothing:

Weapons:

Special Item:

Abilities

Intellect:

Will:

Strength:

Back Story

Type your back story here...

CHECK YOUR CHARACTER!

Name:

Gender:

Race:

Class:

Weapons:

display all form elements

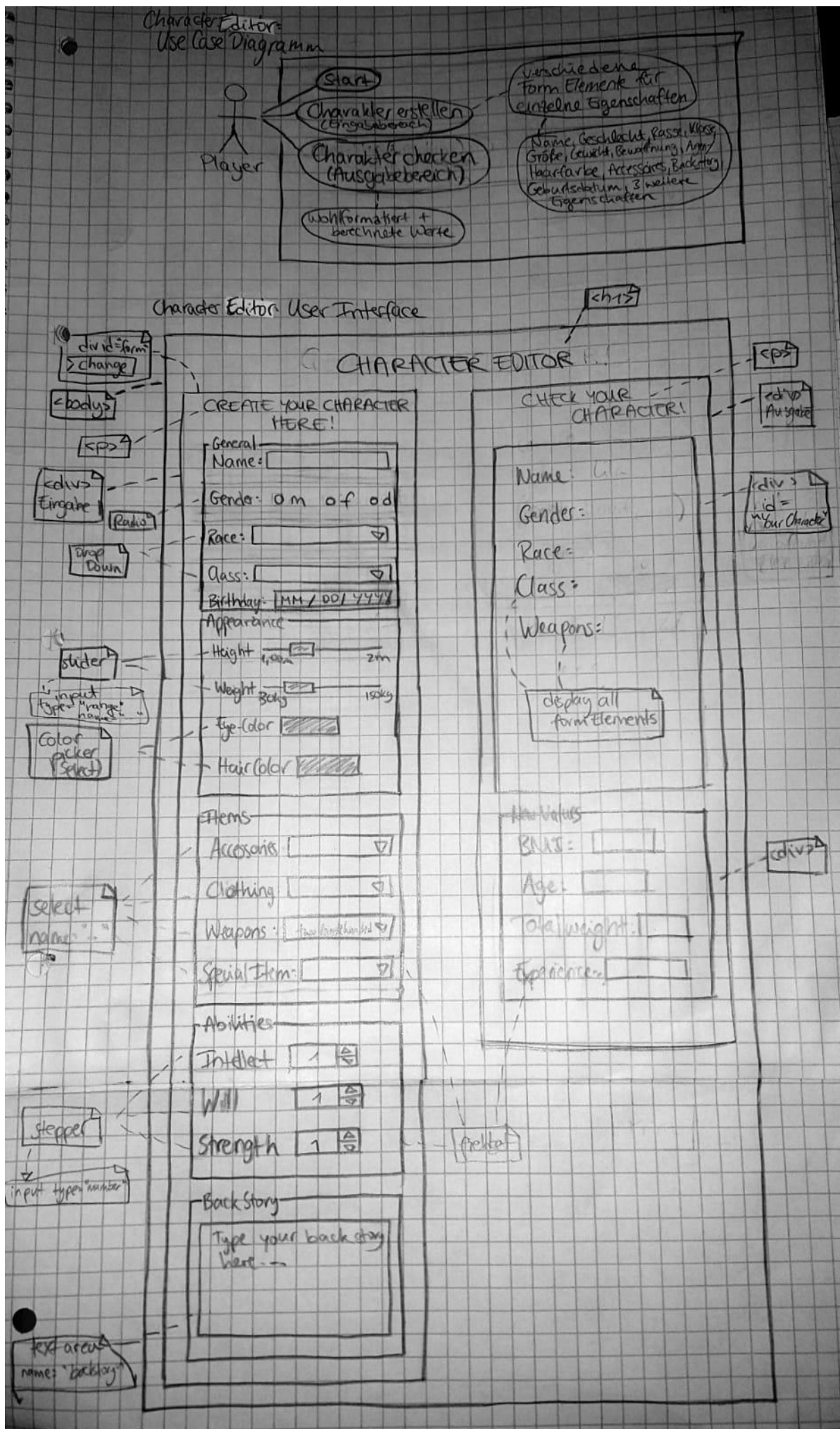
Values

BNAT:

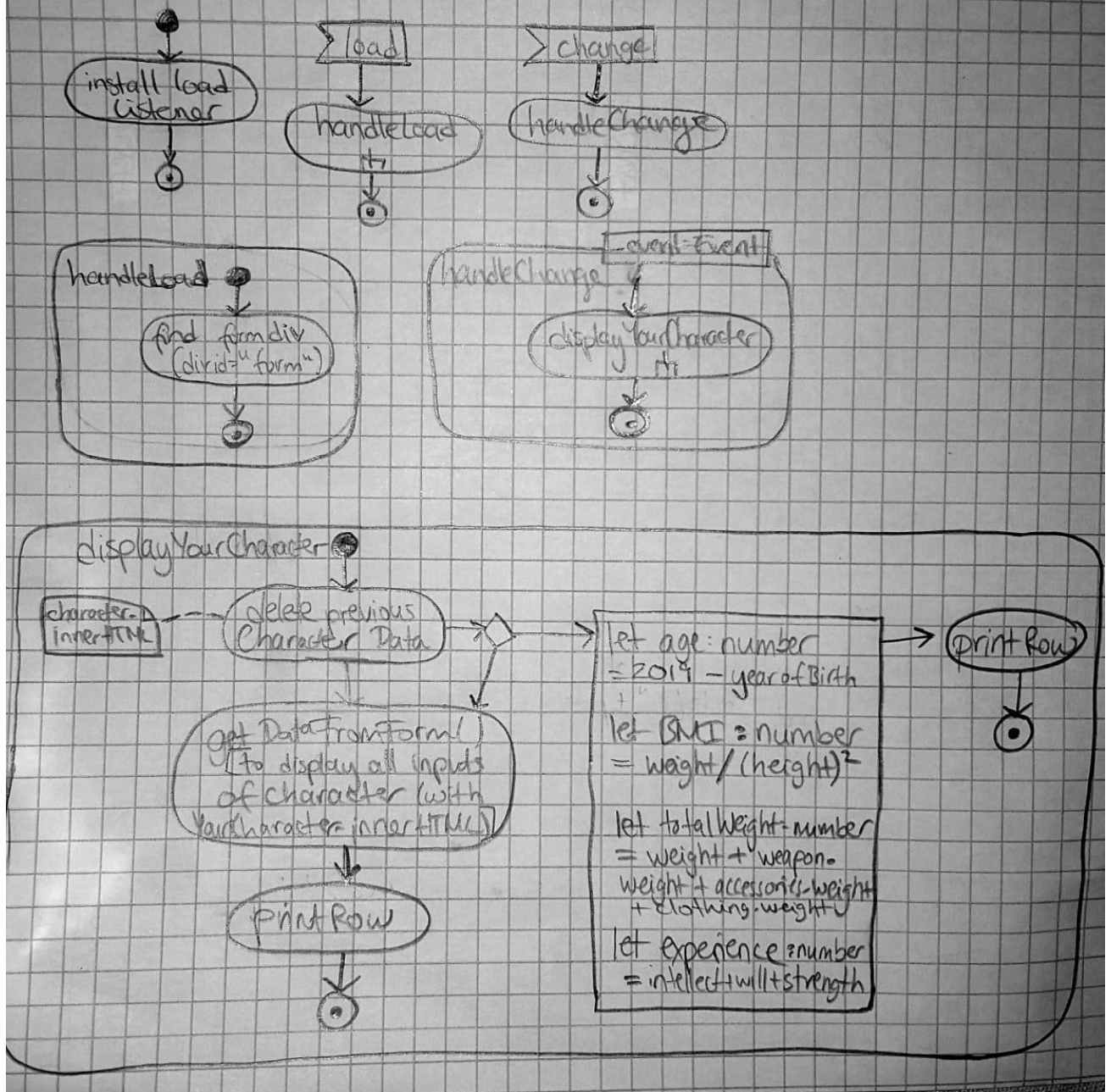
Age:

Old weight:

Experience:



Character Editor Activity Diagramm



Konzept für einen Character Editor von Alicia Tedesco

(Sorry für die Qualität, ging leider nicht anders. Mit Dranzoomen sollte es allerdings gehen 😊)