

berechnete Werte

# Character Editor User Interface

<hr>

div id="form">change

<body>

<p>

cdv's Eingabe

Radio

Drop Down

slider

input type="range" name="..."

Color picker (Select)

select dynamisch

select name="..."

stepper

input type="number"

text area name="backstory"

## CHARACTER EDITOR P.1

### CREATE YOUR CHARACTER HERE!

General

Name:

Gender: ☐ m ☐ f ☐ od

Race:

Class:

Birthday:

Appearance

Height:  1.80m 2m

Weight:  30kg 150kg

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

New Values

BMI:

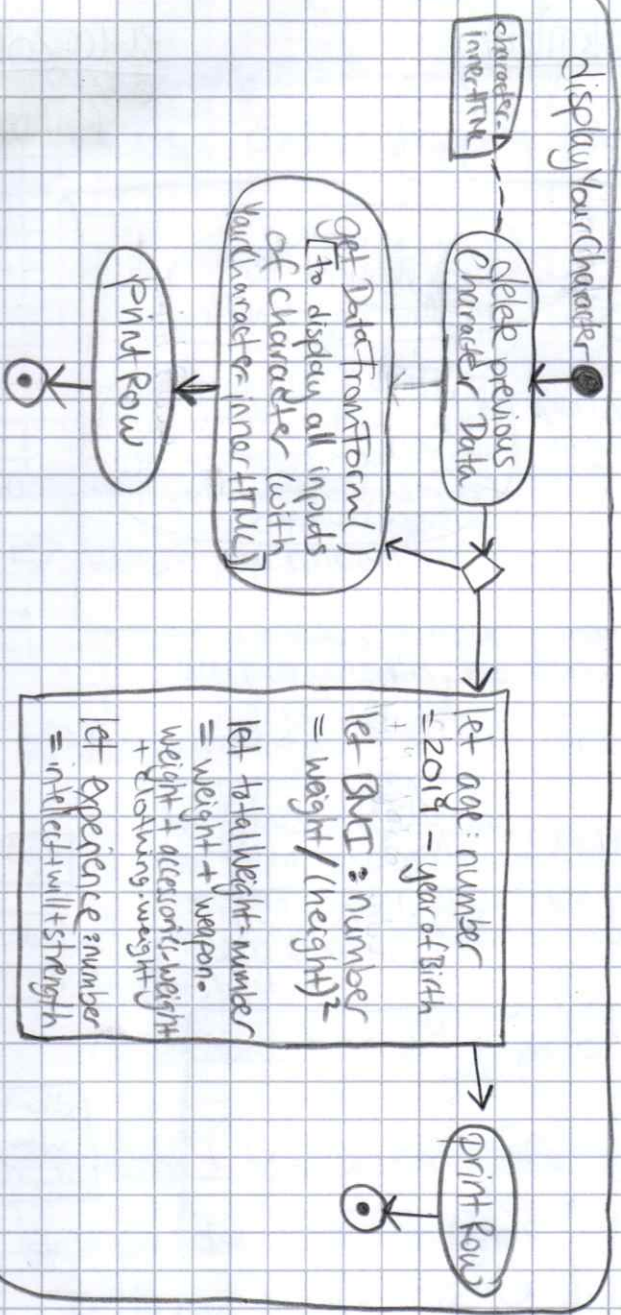
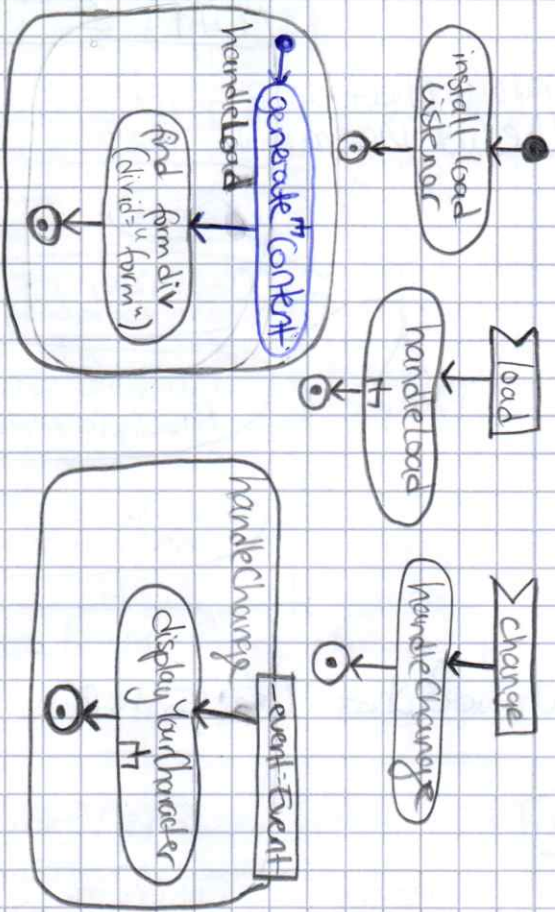
Age:

Total weight:

Experience:



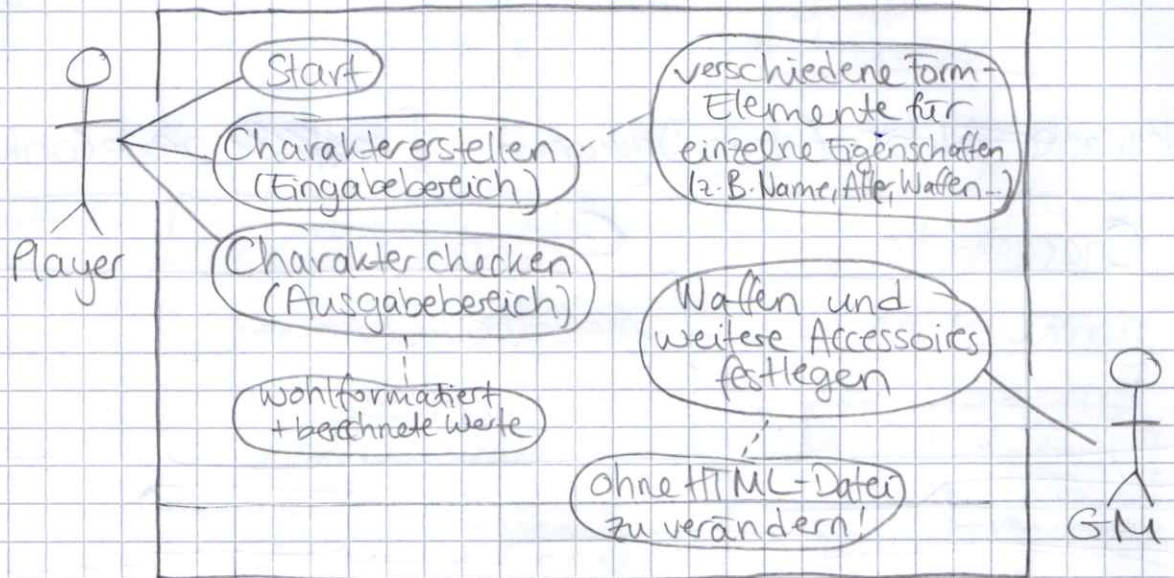
# Character Editor: Activity Diagram





~~Workshop~~ Praktikum

## Character Editor : Use-Case-Diagramm (new)



## Character-Editor : Data Structures

category	subcategory: string[]	name: string	type: string
Weapons	singlehanded	Sword	select
	'	gun	
	'	:	
	two handed	doubleSword	select
	beide als radio-button form	Bow	
Accessories	/	:	
		bracelet	select
		wig	
		:	

werden bei "weapons" je nach d. Auswahl aufgelappt

JSON { weapons: [ { subcategory: "singlehanded", type: "radio-button", { name: "sword", type: "select", { name: "gun", type: "select", ... } } { subcategory: "twohanded", type: "radio-button", { name: "doubleSword", type: "select", { name: "bow", type: "select", ... } } ] }

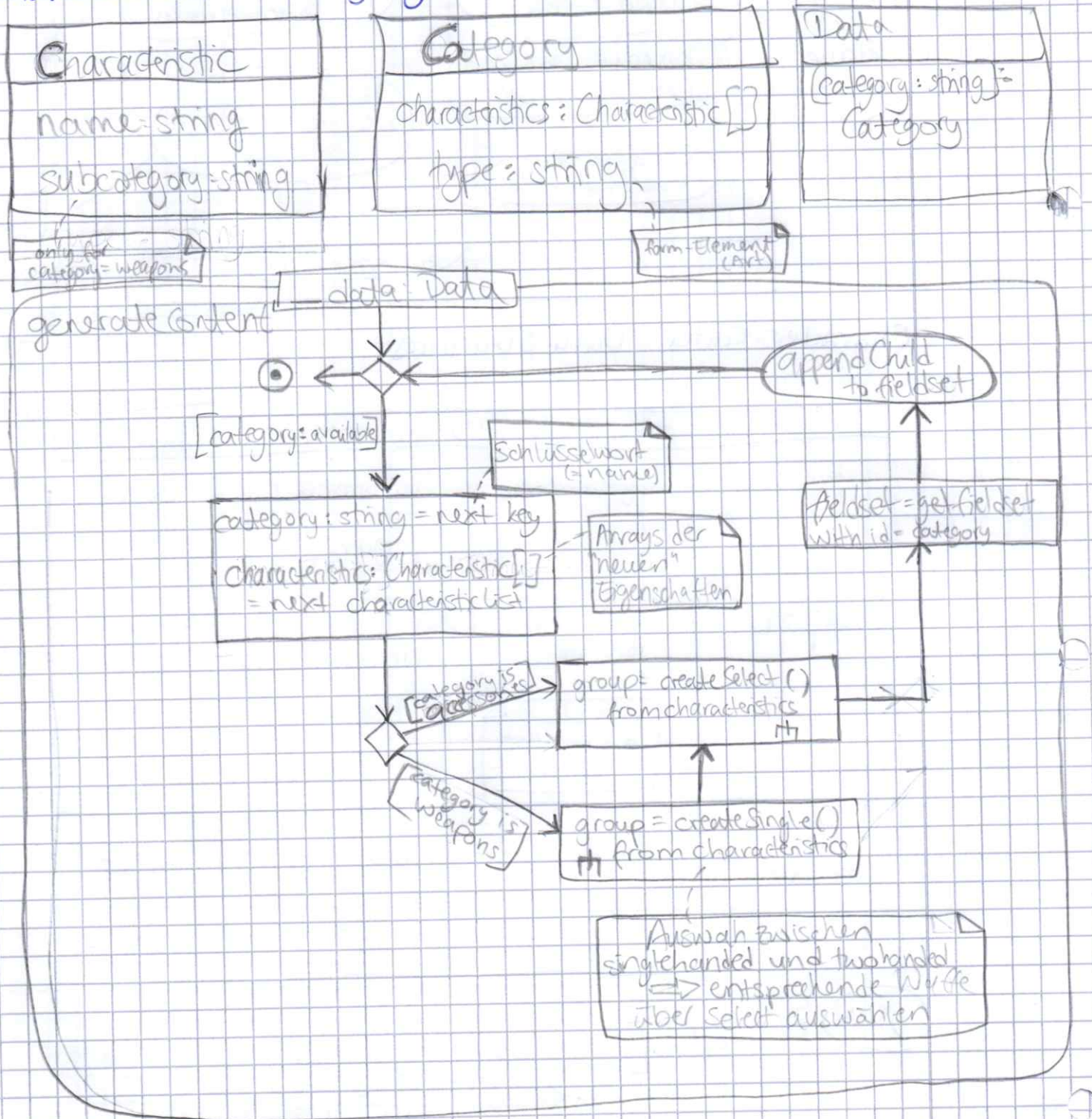


```

accessories: [
  { name="bracelet", type="select",
    { name="wig", type="select"
    ...
  }
}

```

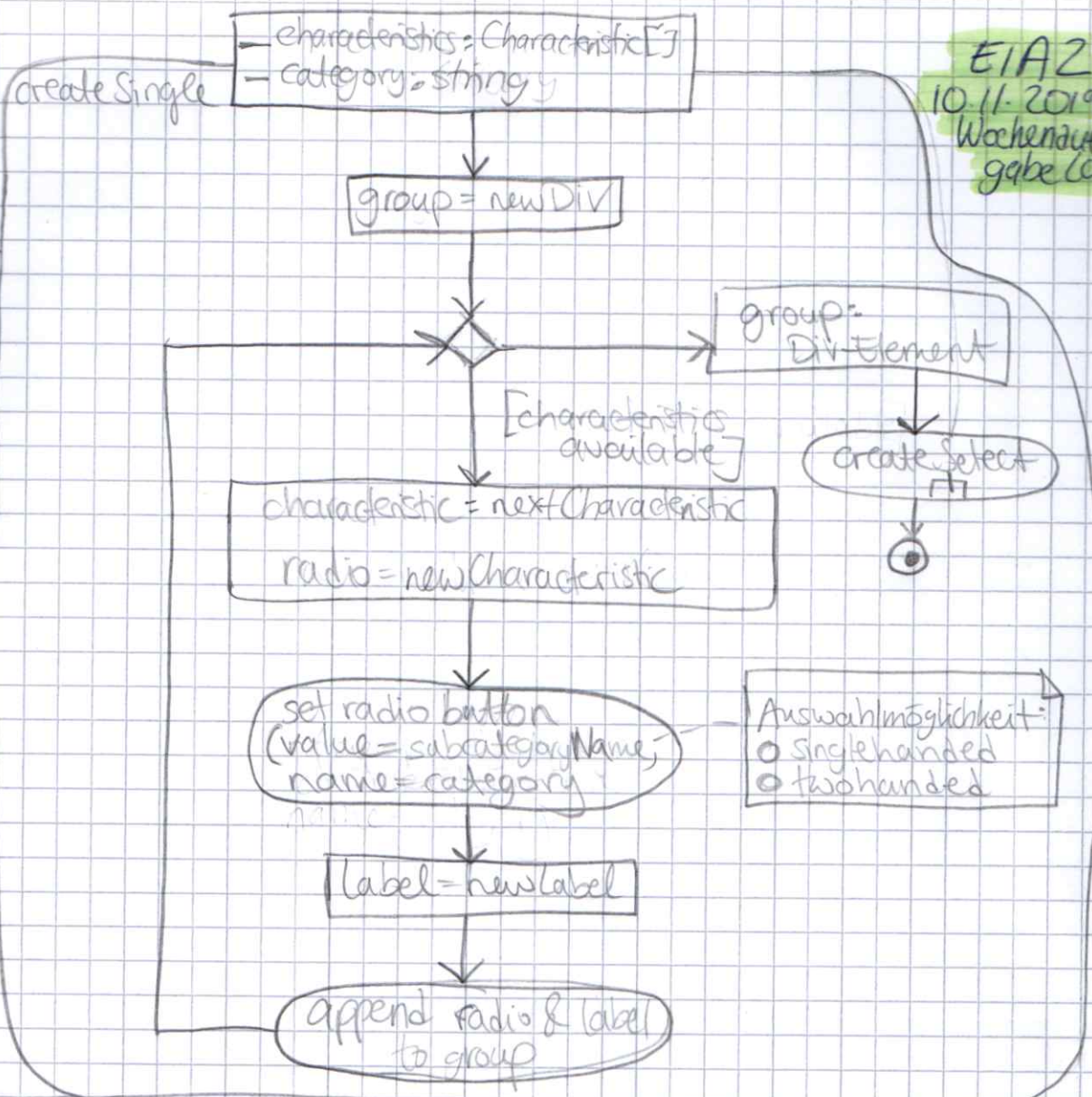
## character editor: Activity Diagramm [~~create~~ createContent]





EIAZ  
10.11.2019  
Wochenauf-  
gabe 604

evtl. nicht  
von GFM  
veränderbar,  
da single / two-  
handed  
Option immer  
bleiben soll



Auswahlmöglichkeit:  
○ singlehanded  
○ twohanded

