HOME

Welcome to DND Encounters

Description

NEW ADVENTURE

Add buttons for create and update char
Figure out image/css problem
Add image to char models
generate char
start battle
dice roll animation

SETUP

- Install Express, Mongoose, React, Bootstrap, Dotenv
- Connect to Mongoose
- Setup and run servers
- Create API
- Update package.json
- Create .gitignore and .env
- Create File structure
- Add all page requirements

CREATE

UPDATE

FORM
Name
Race
Class
Pronouns

Generate Char

Randomly Assign Stats

FORM
Name
Race
Class
Pronouns

Update Char

DESTROY

Content Needed
- NPC chars (current campaign)
- Quotes & catchphrases
- Races
- Classes
- Actions/spells
- Weapons
- Photos

Adv. Music

New Adventure

My chars

SELECT   EDIT

DELETE

Create new

RANDOM

Adventuring Party

- Sev
- The Chunk
- Sershah
- Edward
- Cramoran
- Push to Party

LEVEL: 1
WORLD: ASTARIA
DND 5E

CHAR INFO links to show page

READ

Need help?

Links to DND Beyond

LET'S PLAY

New Page

Tavern Music

Location: Tavern

MODAL:
Narrator, setting, environment

OKAY

Talk: Sev

Talk: Elphias

Talk: Sershah

Talk: Ed

Talk: Cram

RP MODAL:
NPC Talks to you
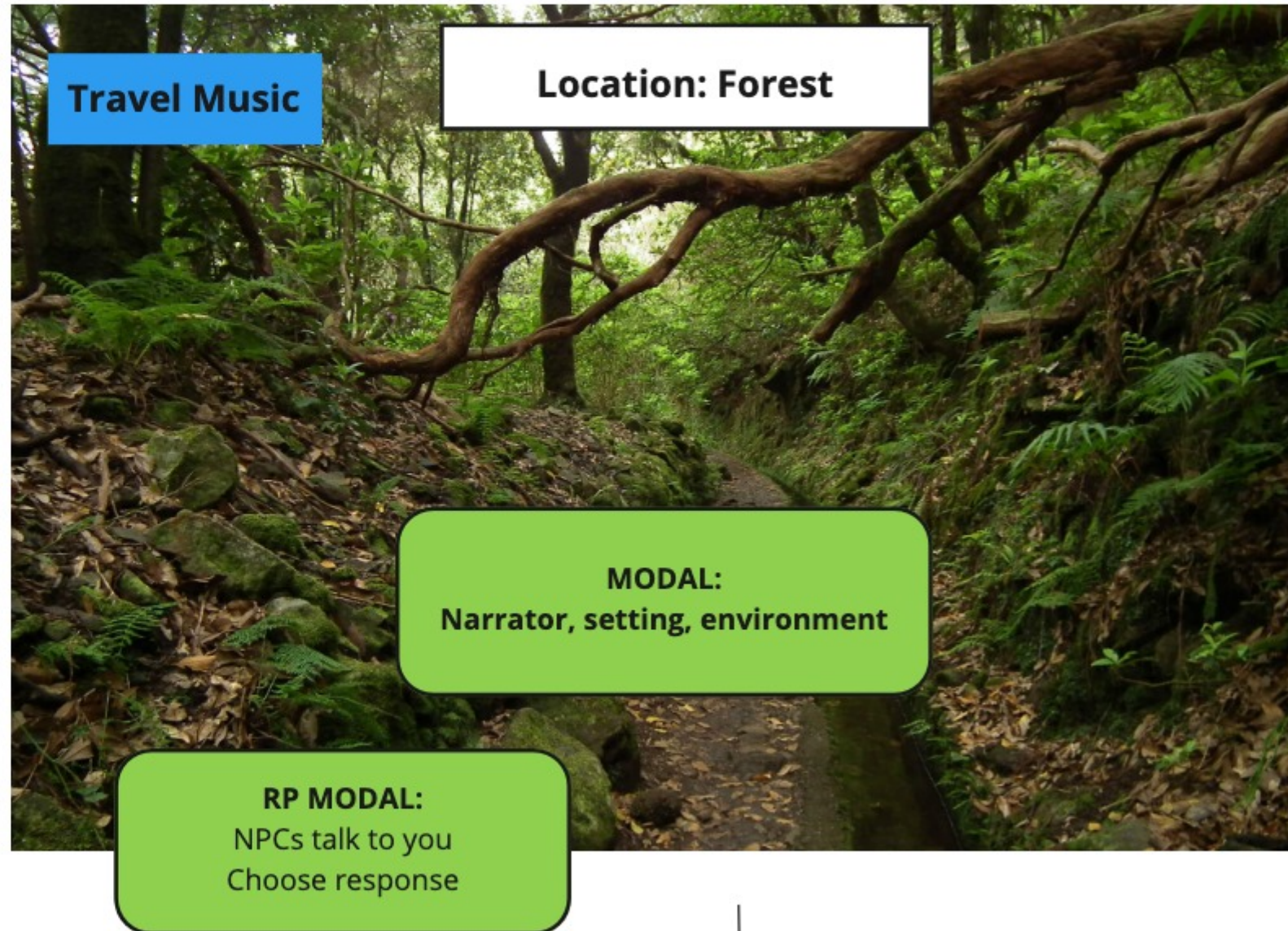Choose response:
A, B, C

RP MODAL:
NPC Responds

OKAY

Content Needed:
- Character Q&A
- NPC Q&A
- Quest Giver

ge
venture

RP MODAL:
NPC Approaches you with a quest

[OKAY] [Ask Party]

→

Responses from all NPCs are yes in some form

[OKAY]

New Page

Travel Music

Location: Forest

MODAL:
Narrator, setting, environment

RP MODAL:
NPCs talk to you
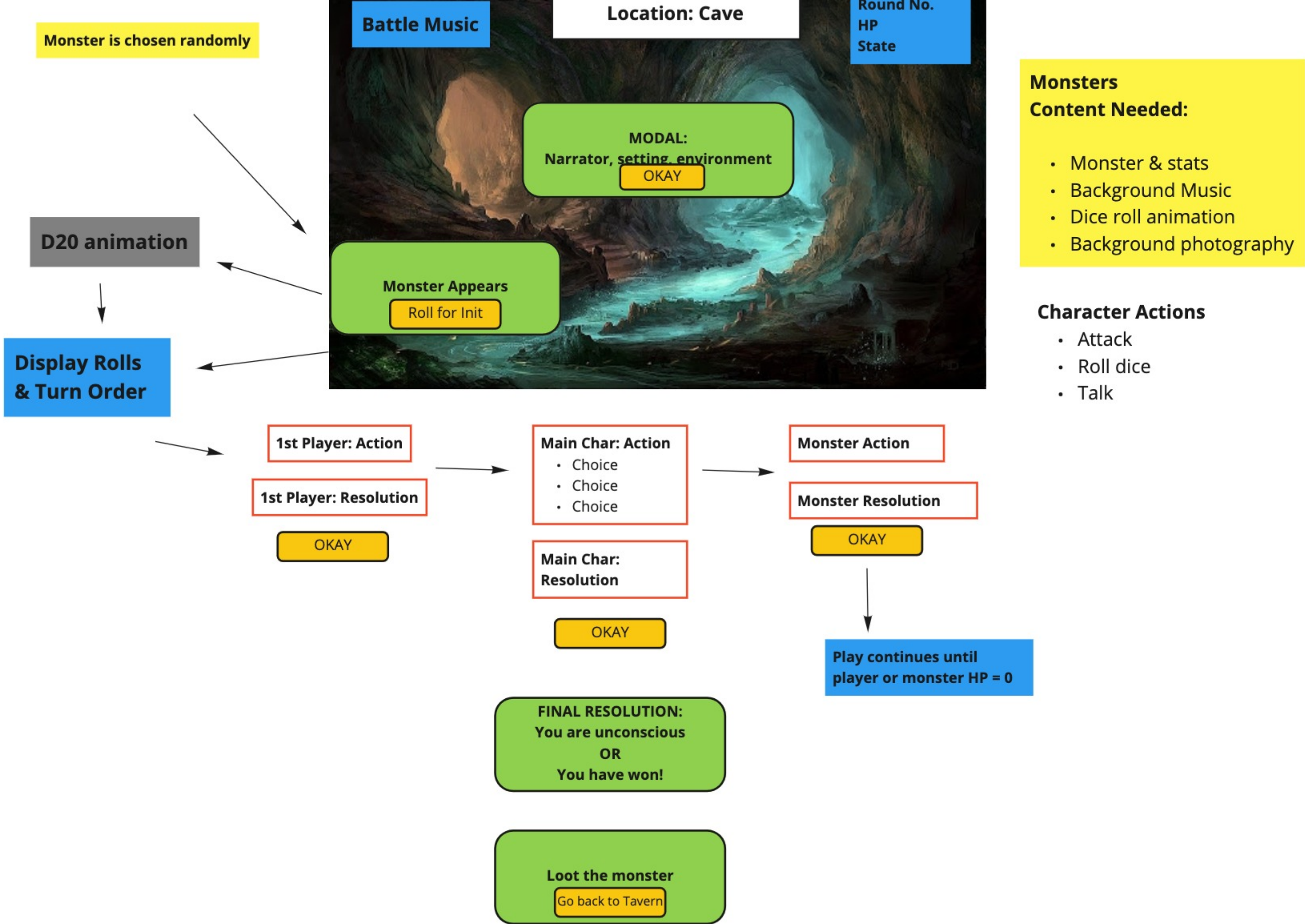Choose response

New Page

Content Needed:

- Campaign storyline/quest
- Environment/Location

Functionality
- Create New Chars
- Display all chars
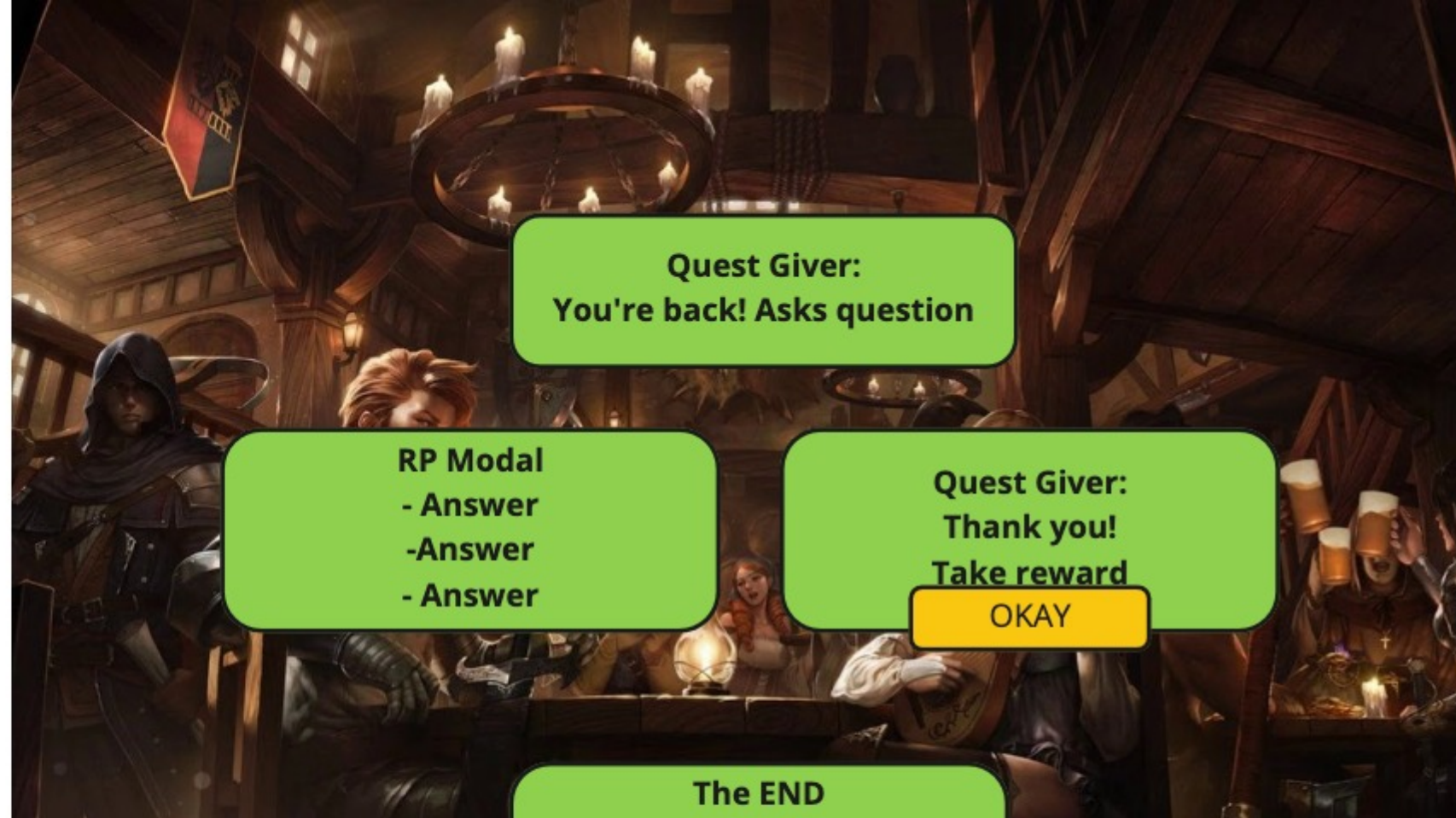- Make changes to custom chars
- Delete custom chars

Battle Music

Round No.
HP
State

Monster is chosen randomly

**Monsters
Content Needed:**

- Monster & stats
- Background Music
- Dice roll animation
- Background photography

**MODAL:
Narrator, setting, environment**

OKAY

D20 animation

Monster Appears

Roll for Init

Character Actions
- Attack
- Roll dice
- Talk

**Display Rolls
& Turn Order**

1st Player: Action

1st Player: Resolution

OKAY

Main Char: Action
- Choice
- Choice
- Choice

**Main Char:
Resolution**

OKAY

Monster Action

Monster Resolution

OKAY

**Play continues until
player or monster HP = 0**

**FINAL RESOLUTION:
You are unconscious
OR
You have won!**

Loot the monster

Go back to Tavern

New Page

Quest Giver:
You're back! Asks question

RP Modal
- Answer
-Answer
- Answer

Quest Giver:
Thank you!
Take reward

OKAY

The END
Start a new adventure
or
Go Home

Backend Services

Need to be separate from API and React app

- Party service
- Random char service
- Dice roll service
- Attack service
- HP and round services

User journey

Get Random character to post to database
Generate char service

Models needed?
- characters
- monsters
- user
- stats
- NPCs (name, info, RP phrases > array in object)

- goes to homepage
- registers or logs in
- redirected to homepage
- can click start new advent
- can view all chars
- can Create new char
- selects char to use
- clicks lets go

Battle.js

New Array - adventuring party
Add my char to party
Have a party already populated with NPCs

class Battle {
constructor

Create show route
Click button to see character's stats

fn summon monster[monster class]
fn summon player[player class]
fn perform action
fn calculate damage
fn adjust stats
fn check win/lose