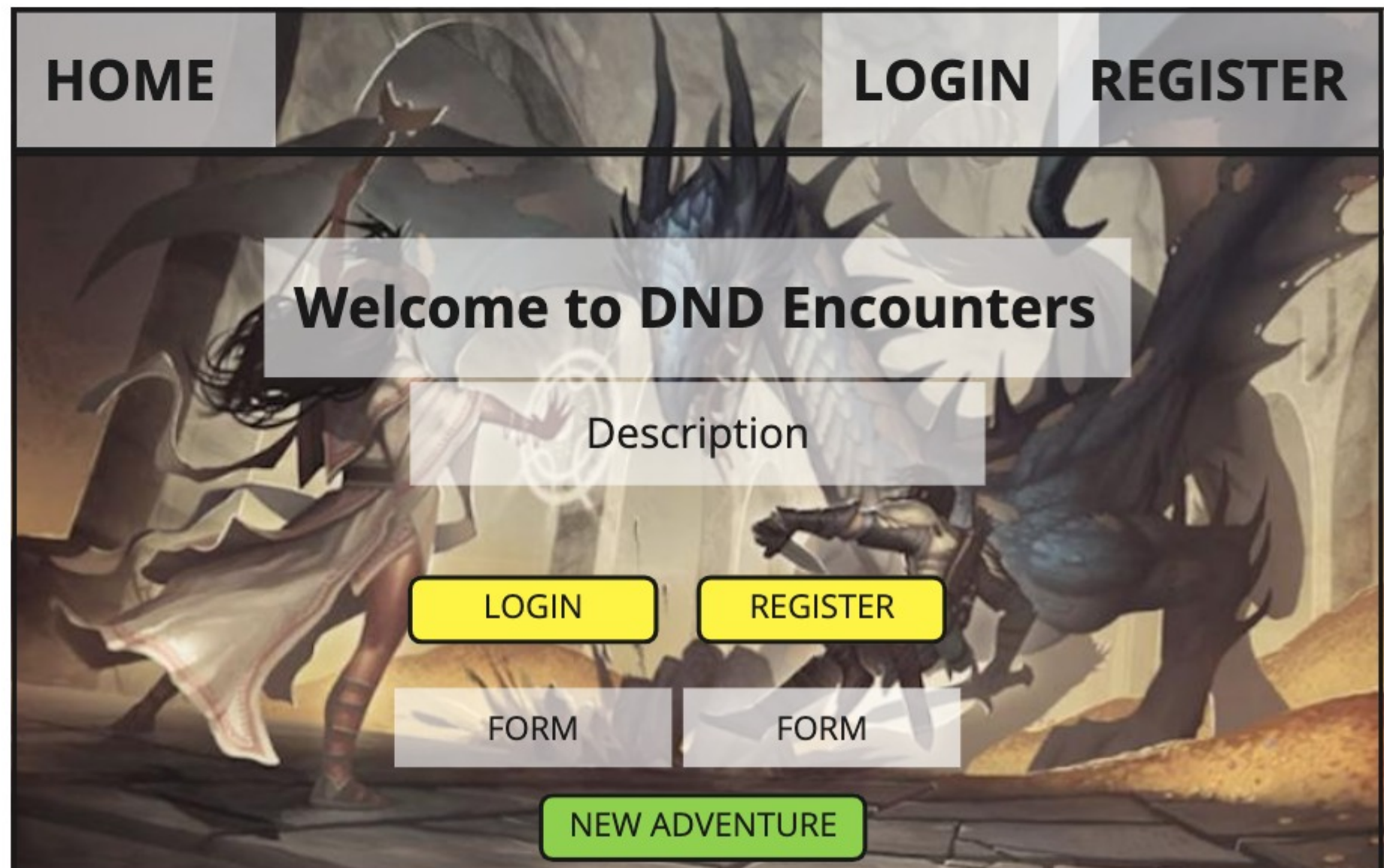


SETUP

- 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

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



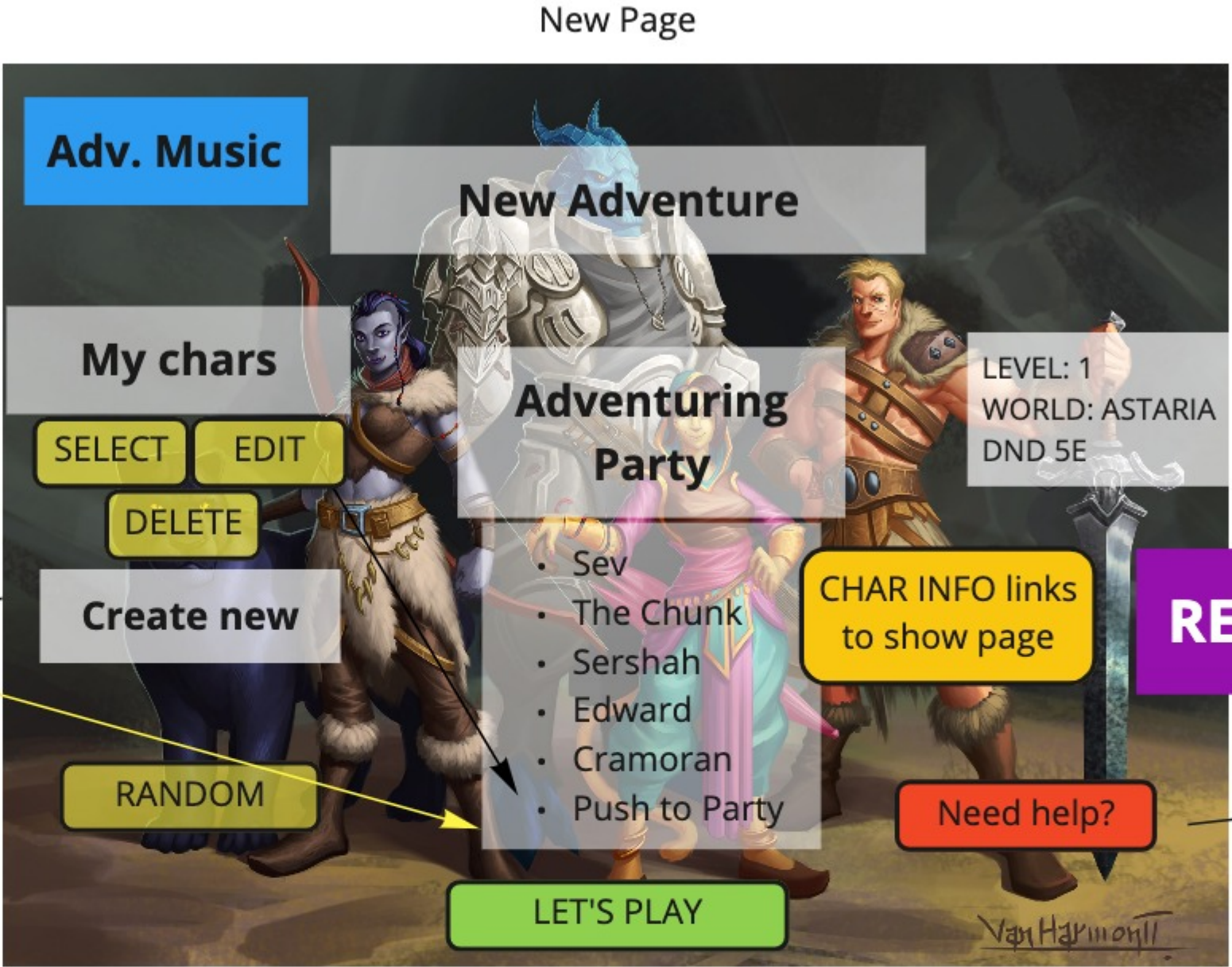
UPDATE

FORM
Name
Race
Class
Pronouns
Update Char

CREATE

FORM
Name
Race
Class
Pronouns
Generate Char
Randomly Assign Stats

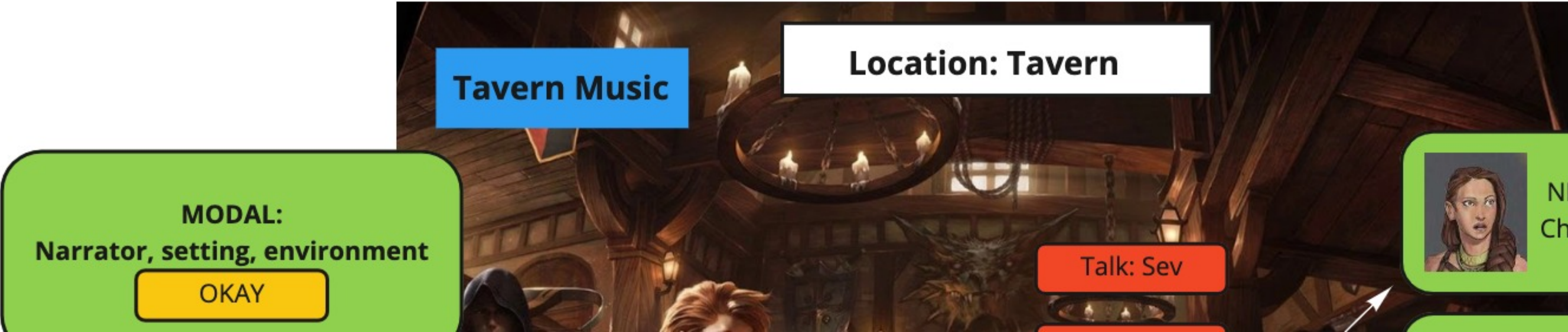
DESTROY



Con

-
-
-
-
-
-
-

New Page





RP MODAL:
NPC Approaches you with a quest

OKAY Ask Party

Res

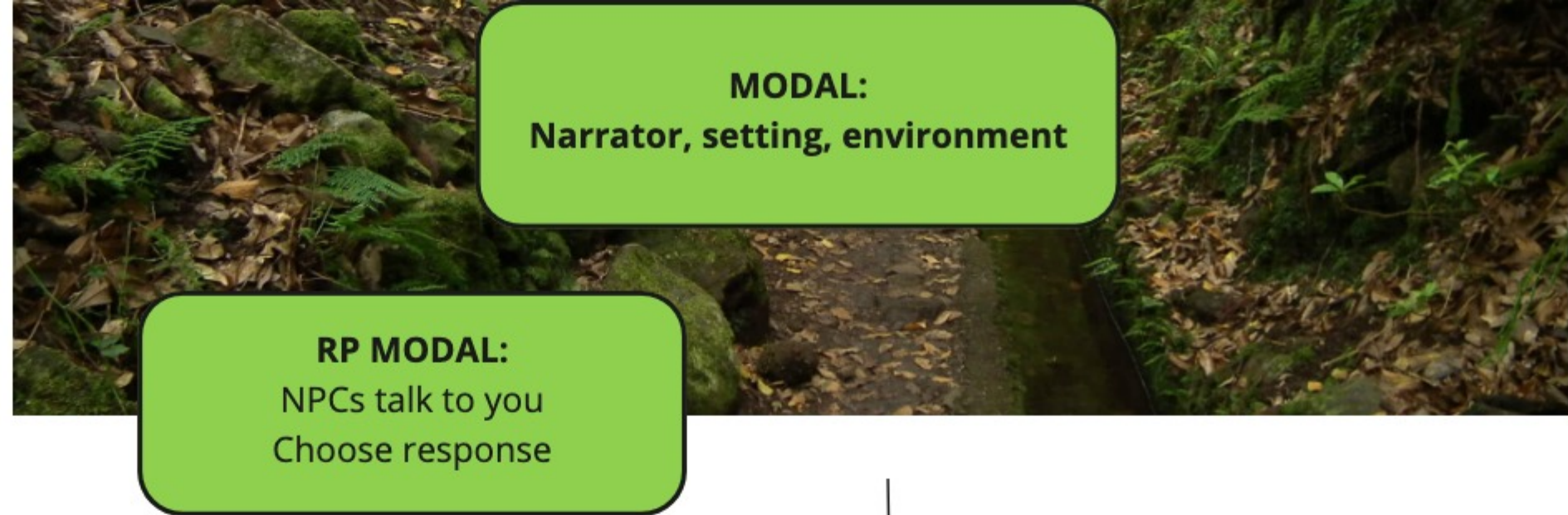
New Page



Con

•

•

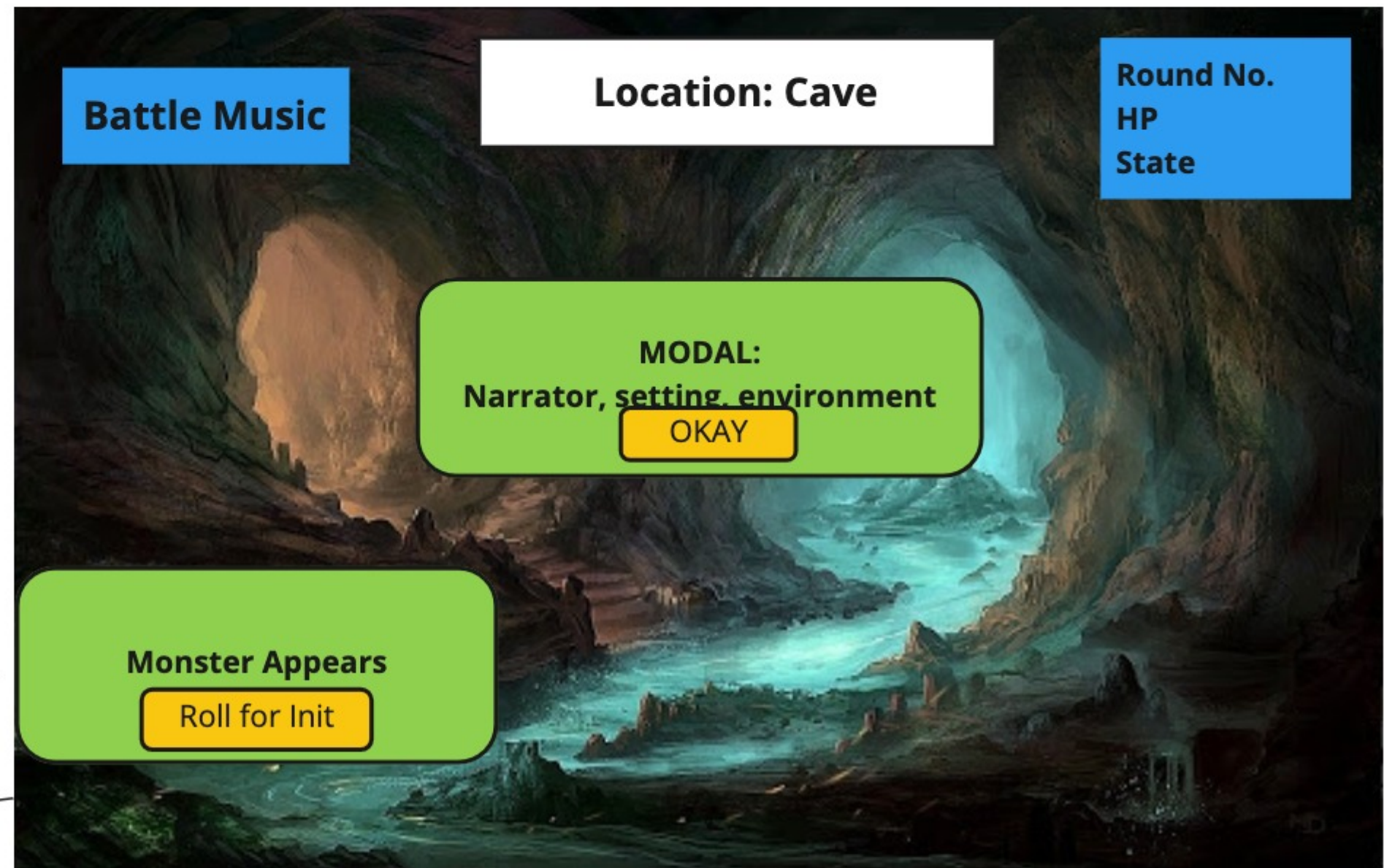


New Page

Monster is chosen randomly

D20 animation

Display Rolls
& Turn Order

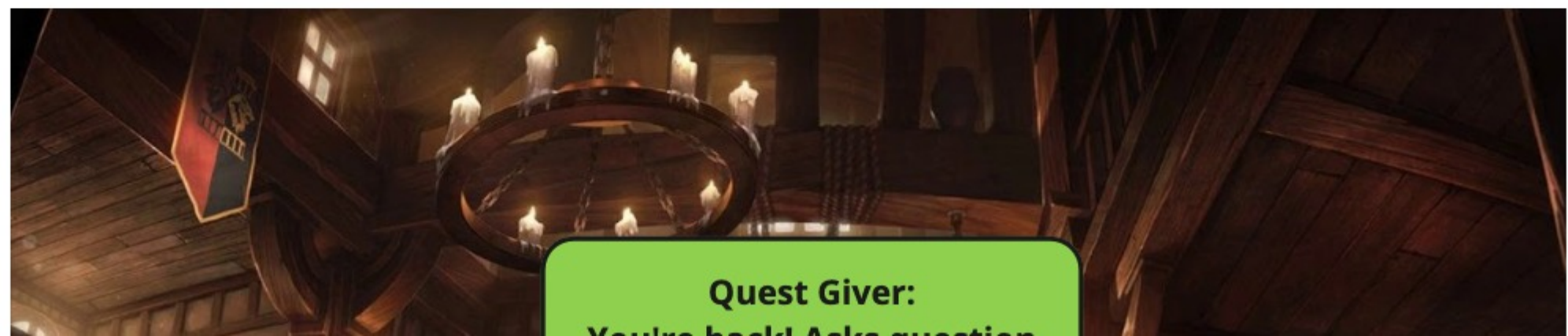
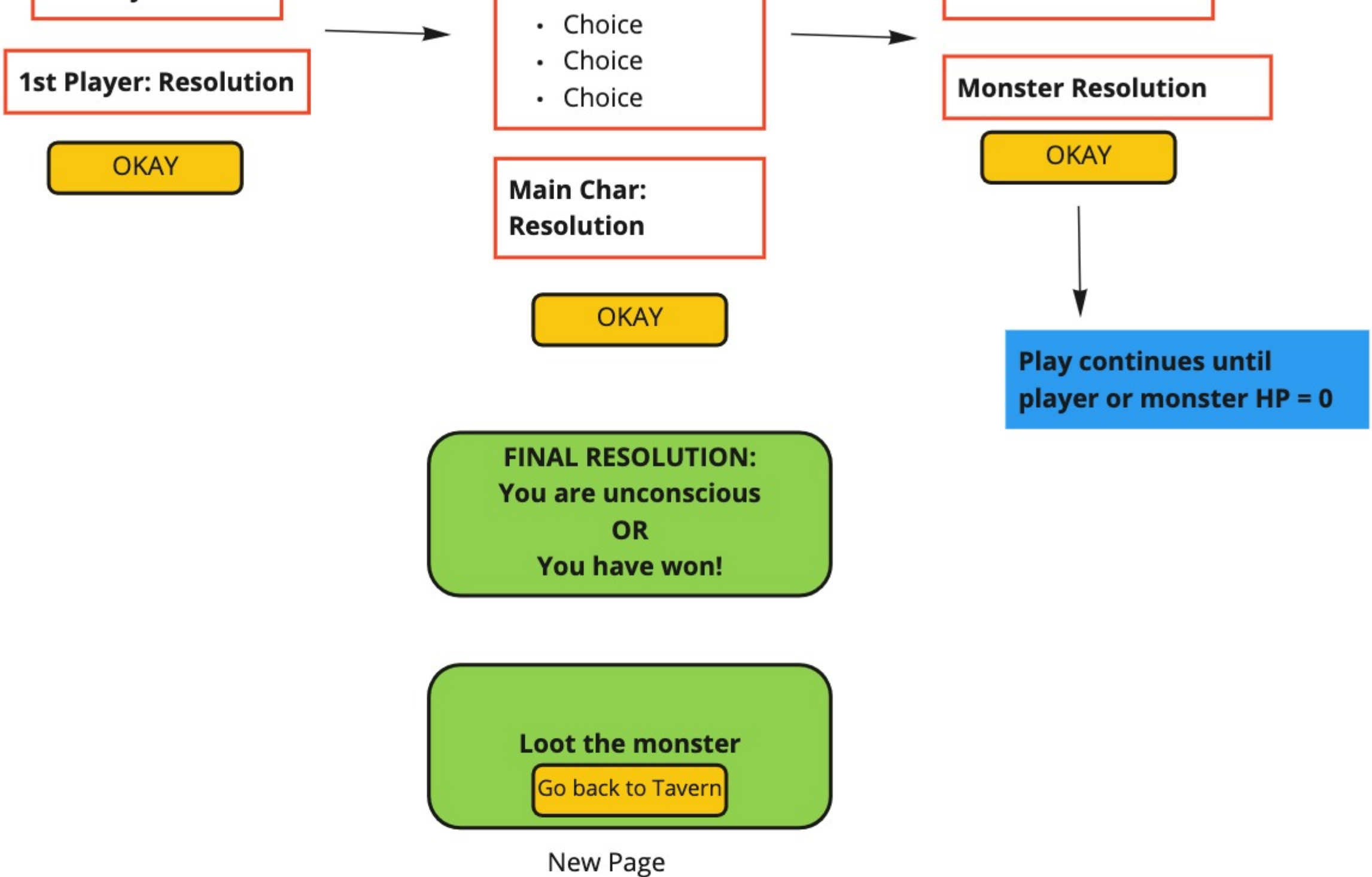


Mon
Cont

-
-
-
-

Cha

-
-
-



Content Needed:

Campaign storyline/quest
Environment/Location

Functionality

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

Monsters

Content Needed:

Monster & stats
Background Music
Dice roll animation
Background photography

Character Actions

Attack
Roll dice
Talk

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

Get Random character to post to database

Models needed?

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

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

Create show route
Click button to see
character's stats

User journey

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

Battle.js

class Battle {
 constructor

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

Content Needed

- NPC chars (current campaign)
- Quotes & catchphrases
- Locations
- Classes
- Abilities/Spells
- Weapons
- Photos

Content Needed:

Content Needed:

- Character Q&A
- NPC Q&A
- Quest Giver

Responses

Responses from all NPCs are
yes in some form

OKAY