**Discussion**

We need to decide if we are going to be recreating the standard D&D character sheet to facilitate easy transitions for existing players into our application or if we are going to create a customized system.

Pros/Cons

Traditional

Pros

* No thought required on system design. All work has been done by WotC.

Cons

* System is substantial, even in 4e.
* Would significantly beef up the space requirements due to complicated rulesets, character/spell interacts, and detailed spell/item systems
* A lot of information to categorize/display on mobile screen
  + Not an issue for desktop application

Customized

Pros

* Can shrink system to reduce development time and complexity
* Can further offload content development to end user

Cons

* Taking on the responsibility of system design
* Defined structure of existing systems provides clear guidance on how to approach game
  + Lack of exact actions in a simplified game can be limiting from a gameplay perspective, puts a lot of responsibility on DM to make snap rulings

**Personal Opinion:** Customized.

**Character Sheet**

Things we need to track:

* Class
* Health (Max)
* “Ability” (mana, stamina, focus, whatever)
* Stats (Dependent on result of above discussion, these are sample ideas)\*
  + Reduced Classic
    - Strength
      * Phys. Modifiers, attack power modifier
    - Intellect
      * Magic modifier, spell attack modifier, spell hit modifier
    - Dexterity
      * Phys. Modifier, attack hit modifier
    - Resolve
      * Consolidated willpower/stamina, benefit depends entirely on class selection (ability)
  + Simplified
    - Level
      * Assigned by DM at start of game
      * Persistent until game is completed
      * Resets to empty value at the end of the story (persistent?)
    - Roll modifiers
      * Calculated based on level and selected class
        + Attack hit
        + Attack power
        + Spell hit
        + Spell power
* Experience
  + Persistent
  + Awarded by DM after end of session
  + Resets to 0 after story is completed
* Skills/Spells
  + Character specific traits/abilities (e.g. lockpicking, stealth, etc.)
  + Spells should be somewhat obvious (specifics dependent on above conversation)

\* In no case should the customized/simplified option be more complex than the traditional game design.

**Character Sheet Screen Flow**

* Accessed from post-Login screen and in game screen

**Main Character Sheet screen**

* Character icon
* Class
* Level and Experience
* Health
* Ability
* Stat summary

Buttons: Skills, Games, Back

**Skills Screen**

* Pane #1: Listing of current spells/skills
  + Summary view, tap skill/spell to see more detail
    - Detail: Ruling attribute, current modifier, description
    - Remove skill (re-allocate skill point)
      * Confirmation
    - Upgrade skill (If applicable)
      * Confirmation
* Pane #2: Add skills
  + Similar view to pane #1 but with different filter – show skills not on pane #1
    - Detail view is the same with “Add” button instead of Remove (Remove skill point)
      * No confirmation, “Remove” button appears in place of “Add”

Buttons: Character Sheet

**Games Screen**

* Pane #1: Current games
* Pane #2: History
  + Not much more detail needed for this screen? More or less self explanatory.