Project Pitch

The major goals are that other students and myself who watch your video:

1. understand what your web application does and for whom
2. can be convinced the idea has merit and would add value to the user base you identify
3. has the required business logic - make sure and read the capstone requirements - CRUD and Dynamic Sites aren't acceptable!!!!

At minimum, your video must address:

* What would you title the project? (Your project should be included as the title of your post.)
  + DnD ToolKit
* What problem will your web application solve? (e.g., does it enable some capability that has not been done before, does it empower a new group of users to accomplish a task, does it entertain people in a new way)
  + Problem: Organizing DND campaigns for players and DMs
* Who are the user personas that would derive value from your web application? (e.g., for whom does this solve a problem)
  + DM – handles things like random generation, locations, NPCs, stat blocks, initiative
  + Players – handles things like character sheets, inventory, quest lines
* How would your anticipated users solve their problem with your web application?
  + DM – has a tool at their fingertips to instantly generate content, track the world, and even handle the nitty gritty of combat so that they can be free to better immerse themselves in the story.
  + Players – removes need for clunky character sheets, keeps inventory clean, and provides clear guidance for plot progression that can often be forgotten between sessions.
* How do you imagine they would interact with your application?
  + Mobile first development is key since many users would be on phones or tablets.
  + Some use case examples: A DM might open the app during a session, tap “Generate Encounter,” and instantly get a list of balanced enemies with stats and images. Meanwhile, a player could check their inventory, mark items as used, and view active quest logs.