

Working Prototype: Known Problems Report

CharacterCreator.js:

1. Certain class features are not represented in code
 - a. Selecting Rogue
 - b. Prof and Skills section of the code
 - c. Implement it
2. Languages doesn't reset when changing races
 - a. When a race is selected and another one is selected, the previous race's languages are still present in the options
 - b. Language section of the code
 - c. Set the useState holding location to be empty or all false upon new class selected
3. The information boxes are empty for some of them. They were no information that we could add from the api and there wasn't enough time to add the guided information
 - a. Selecting an option
 - b. The right box that exists adjacent to the box where user picks from different options
 - c. Add advice or recommendations
4. Equipment doesn't reveal the equipments that the player can create
 - a. When class and race are selected, in the equipment section, users can't pick all their equipment
 - b. Equipment section of the code
 - c. Implement equipment choices from the api
5. The options are not hard limited
 - a. Even though there is a limit in the game mechanics, the user is still able to select more than the normal amount
 - b. Everything section that allows multiple choice
 - c. Add function that disallows players to check more buttons than the allotted amount
6. User doesn't have every addition spells that they would have received from classes
 - a. User doesn't have the extra spells from cleric class and the domains
 - b. This is present in the spells section after selecting cleric and a domain
 - c. Implement the spells by adding the spells into a useState that holds spells that are innate
7. Ranger is not able to select the favored terrain and enemies
 - a. Because it is not selectable, the knowledge and language they would receive from their choice isn't present in the feats area

- b. After picking ranger, the feats box doesn't allow players to pick from a dropdown menu
 - c. Implement a dropdown menu with all the options
- 8. There is no options to create multiple
 - a. There is only one file that the character is saved to, so when creating a character, only one character is saved in the database. When creating another one, the old one is written over.
 - b. N/A
 - c. Save the file name by the character name

CharacterDisplay.js:

1. Saving Throws Card does not display the right numbers
 - a. After saving the character, when you go to the characterDisplay tab it does not show the right stats for Saving Throws Card. Currently the data is correct when printed to the console but when trying to actually put the data on the frontend the tuple that is normally saved becomes a number.
 - b. Lines 151 to 167 calculate the correct values and print to the console correctly, but when trying to console the tuple after line 206 it becomes a number.
 - c. Split the tuple up into multiple useStates.
2. For Ability score, when you size the window to a certain size the numbers get covered by the up and down arrows that are used to increase and decrease the value
 - a. Shrink the size of your window to a small enough size where you can't see the numbers anymore.
 - b. Lines 9 to 23
 - c. Get rid of the arrows to increase and decrease the value seeing as the textbox is read only anyways.
3. Alignment, Player Name, Adventuring Group, Inspiration, Passive Perception, Skills, Armor Class, Temp HP, Death Saves, Initiative, Vision, and the Attacks and Spellcasting cards all have not been implemented yet and have dumbie values in them
 - a. They have not been implemented yet so they show blank
 - b. N/A
 - c. Once we add the correct values to the backend we can add the values to the frontend and display them on the display page
4. There is no options to show multiple characters
 - a. There is only one file that the character is saved to, so when creating a character, only one character is saved in the database. When creating another one, the old one is written over.

- b. N/A
- c. Show a drop down of all the characters created by name

Spell.js

1. It takes a few seconds to load everything
 - a. The dropdown will lag the first few seconds of the page render
 - b. Present when on page load and dropdown is clicked
 - c. Add a loading state to the page to buffer the page

Login.js

1. When page is refreshed, user is logged out and needs to be logged back in
 - a. Present when page is refreshed on the character creator or display page
 - b. In the forced log in section of code, add code that saves the user' session