D6 Implementation 2

Introduction

       The problem of disorganized preparation and running of tabletop roleplaying games (TTRPGs) affects both player and game master; the impact of which is a much less enjoyable game for all parties involved. For game masters who regularly run games, Cosmos Smithy is an easy to use tool that allows game masters to organize and run their game all in one place. Unlike other products that only do one or two things, our product will manage everything from preparation to running the game, and can function as a general note taking app as well. Cosmos Smithy is a web application for Dungeon Masters to organize their games, to create, generate, organize, and run their games all in one place when they need creative assistance. In particular, people who participate in TTRPG's, specifically writers and Game Masters, will have an interest in this system.

       In this system, users can login. Game Masters(GMs) can document notes in their journal to keep track of any pertinent information related to the game world and it's characters. Players also have the ability to create a character for their GMs to keep track of. GMs also have a dice roller with all the relevant dice to play any TTRPG that comes with six sets of dice. GMs also have the option to generate both characters and monsters for use in their game world. Lastly Cosmos Smithy houses an initiative tracker that keeps track of the order of characters when the game breaks out into turn based combat. These all allow the GM to better keep track of their game and the players progress inside of it.

1. Github: https://github.com/bmvisoky/CosmosSmithy
2. Trello: https://trello.com/b/LnLjR35h/cosmos-smithy
3. Website: http://cosmossmithy.us-east-2.elasticbeanstalk.com/
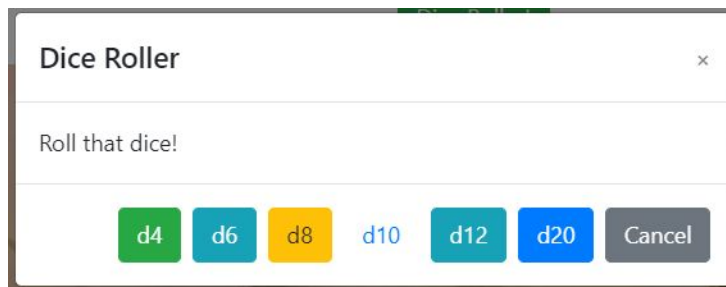
Implemented Requirements/Issues

1. Dice Roller:
   a. Description: https://trello.com/c/5uiTFEKu/17-as-a-dungeon-master-i-would-like-to-be-able-to-virtually-roll-dice-so-that-i-can-roll-from-anywhere
   b. Implemented by: Joe Carter
      i. https://github.com/bmvisoky/CosmosSmithy/pull/17
   c. Approved by: Hannah Park

2. Login Page:
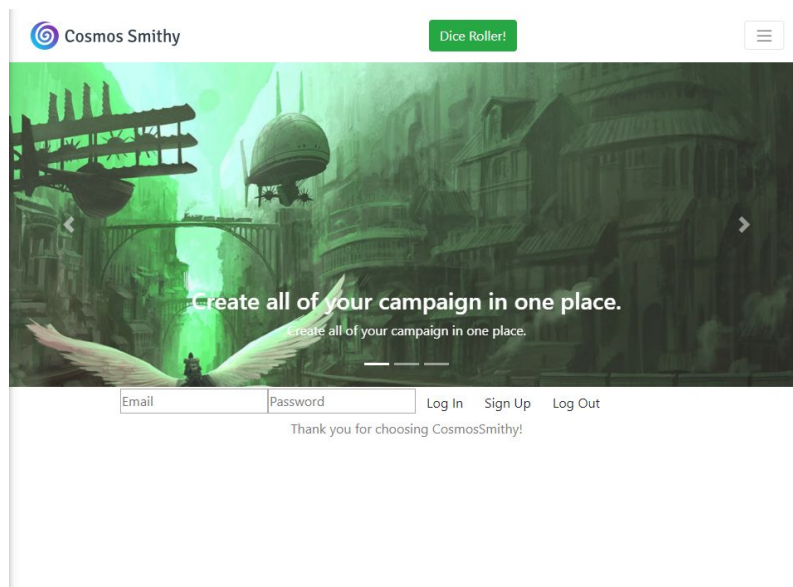   a. Description:
      i. https://trello.com/c/szJutPCG/15-as-a-dungeon-master-i-will-create-an-account-to-save-my-notes-for-future-games
   b. Implemented by: Travis Flake
      i. https://github.com/bmvisoky/CosmosSmithy/pull/15
   c. Approved by: Brandon Visoky

3. Journal Page:
    a. Description:
        i. https://trello.com/c/1xQM5E9k/43-as-a-dungeon-master-i-would-like-to-be-able-to-store-notes-and-add-new-notes-to-help-me-keep-track-of-games
    b. Implemented by Hannah Park
        i. https://github.com/bmvisoky/CosmosSmithy/pull/18
    c. Approved by Joe Carter

New Journal Entry:

Create Journal Entry

Save Journal

Journal

And here is where Example #2 goes(:

This is an example of a Journal Entry!

Thank you for choosing CosmosSmithy!

4. Monster Generator:
    a. Description:
        i. https://trello.com/c/6FfIyMba/13-as-a-dungeon-master-i-would-like-a-quick-way-to-generate-randomized-monsters-for-my-current-campaign
    b. Implemented by Brandon Visoky
        i. https://github.com/bmvisoky/CosmosSmithy/pull/5
    c. Approved by Travis Flake

Writers block? We can generate it for you too.
Writers block? We can generate it for you too.

Generate Monster!

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10+21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60ft., passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:*+6 to hit, reach 5 ft., one target.*Hit:*13 (2d8+4) bludgeoning damage.

5. Initiative Tracker
    a. Description:
        i. https://trello.com/c/bqUgrAzt/8-as-a-dungeon-master-i-want-a-way-to-design-and-build-combat-encounters-so-that-they-are-easily-accessible-while-i-am-running-the
    b. Implemented by Brandon Visoky
        i. https://github.com/bmvisoky/CosmosSmithy/pull/16
    c. Approved by Travis Flake

6. Character Generator
    a. Description:
        i. https://trello.com/c/xyqjfCQl/14-as-a-new-player-i-will-utilize-the-random-character-creator-to-get-ideas-on-new-characters-to-play-as
    b. Implemented by Melissa Peiffer
        i. https://github.com/bmvisoky/CosmosSmithy/pull/19
    c. Approved By:
        i. Joe Carter

Video Demo

https://www.youtube.com/watch?v=0PVoRToWxNU&feature=youtu.be
http://cosmossmithy.us-east-2.elasticbeanstalk.com/

Code Quality

Describe how your team managed code quality. What were your policies, conventions, adopted best practices, etc. to foster high quality code?
- When we each decided which requirement we were doing we each sat down with another team member to describe our planned implementation. This way before even writing any code the developer got another perspective on how to solve the program. This improved code quality because it led to a lot of us using a simpler approach due to added perspective.
- No heavy/strict code quality requirements were enforced from developer to developer, and spacing/placement of brackets was entirely up to whoever was writing. In general, we did respect clean code conventions, and kept line length low, and did our best to avoid writing confusing code without documentation.

Lessons Learned

- We learned that the way we initially structured our React App made it more difficult to implement the database. In retrospect since we knew we would need to use a database from the beginning we would change how we structured our app to make React and Firebase easier to work with simultaneously.
- We struggled with what the core concept of world building was, and failed to come up with a concrete implementation of what we wished to do in terms of world generation and creation