

## Project Summary

Create a character using a D&D API. The Player is then put up against random monsters and NPC's from the D&D API. Battles would have difficulty settings and that would determine the strength and number of monsters you face. Gain experience and advance your character. save characters to your machine with local storage and keep playing. Future thoughts; Story, multi-player, and database.

## Project Team

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## Project Stages

### Build 1

Battle - Battle Board

Monsters - Create monster with DnD API

Attack - Ability to attack with 1 type of attack

Health - Record health, decreases or increases during battle

Images - All Players and Monsters will have Images

Buttons - Build 1 buttons

- Attack - Attack enemy
- Flee - Flee from battle
- Explore - Find opponent

### Build 2

AC - Introduce AC to Battle (AC, Armor Class blocks damage that is taken)

Attack Option 2 - add an additional type of action

Inventory (healing potion) - Be able to drink health potions as an action in battle

Creature Drops - Health potions and gold randomly drop from creatures

Button - Build 2 buttons

- 2nd attack
- Inventory

### Build 3

Character Creation - create character from scratch (name, class, stats)

Stats - Str, Wis, Int, ... add bonus to attack or other actions

Leveling - add (spells or attack, HP)

Experience - Gained based on (set number x CR)

Buttons - Build 3 buttons

- Leveling

Build 4

Multiple other attacks

Equipment (shields, armor) - armor increases AC adds bonus to current armor... "You upgrade your armor and now have a +2 to your AC" - all behind the scenes no inventory

Weapons - add, equip and change weapons adds bonus to current armor... "You upgrade your weapon and now have a +1 to your attack and damage" - all behind the scenes no inventory

Obsolete - Button - Build 4 buttons

- Inventory - look at inventory
- Equip - add item to character

Build 5

Town - an area to rest, gain health, and access the store

Stores - place to buy health potions and upgrades to armor and weapons

Button - Build 5 buttons

- Town
- Store

Build 6

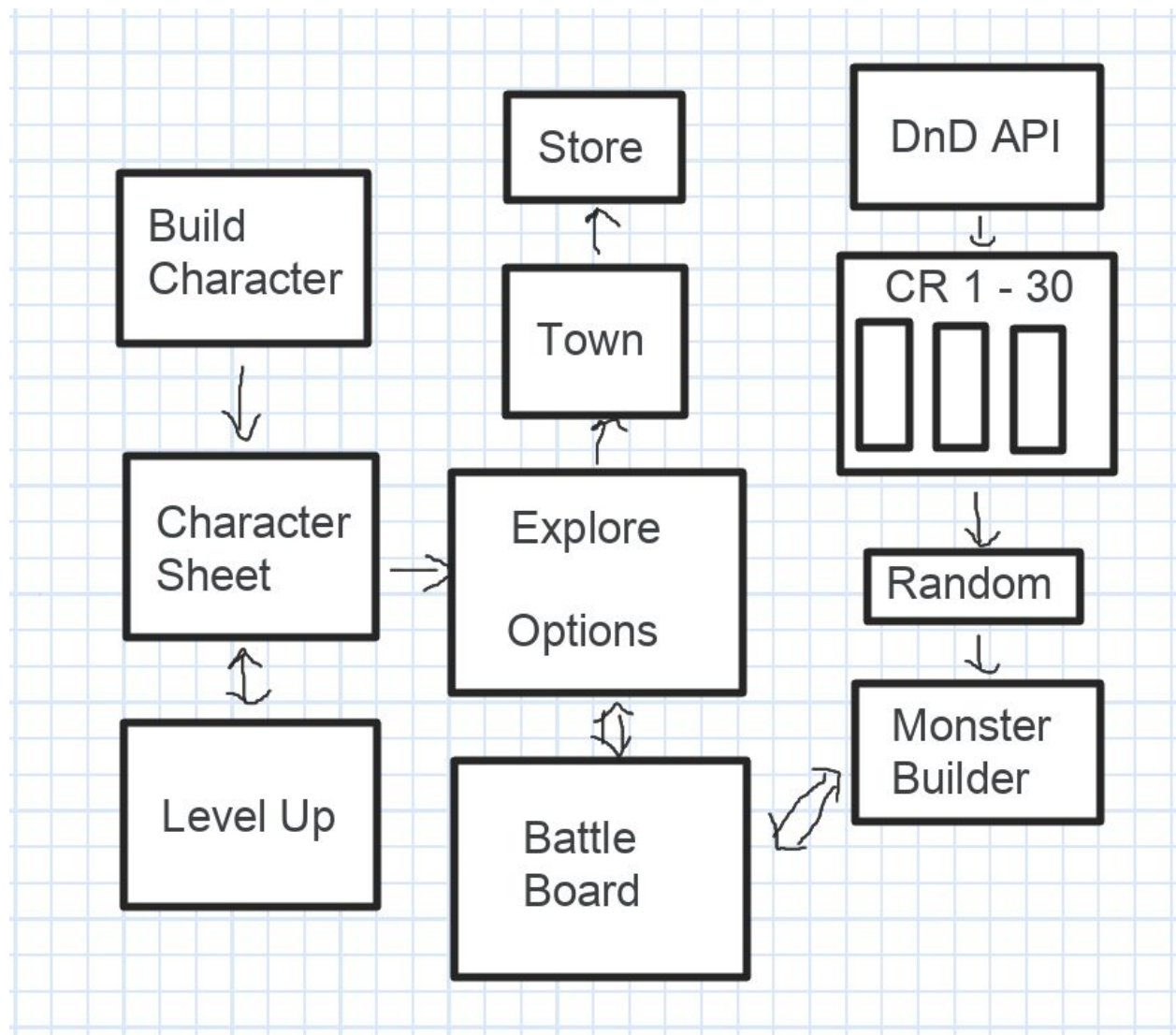
Campfire - create an area to rest

Button - Build 6 buttons

- Camp

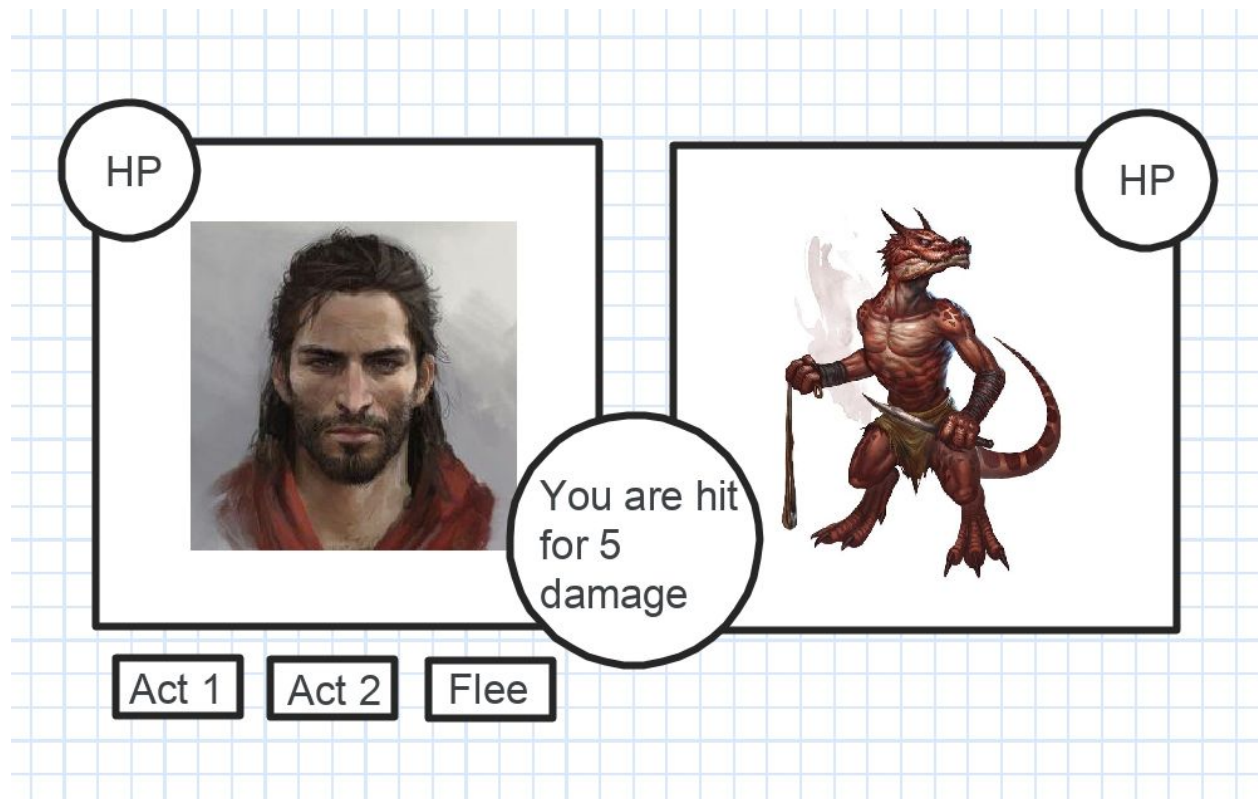
Future

- Story



Explore

# Battle Board



## Character Sheet + Level Up



Name: First of the Second

Class: Warrior

Str ☐ ⊕

Dex ☐

Wis ☐

Int ☐

Cha ☐

Con ☐

Exp:

Level:

Level Up

## Specs

1. Create a character sheet with 6 stats; Strength, Dexterity, Intelligence, Wisdom, Charisma, and Constitution
2. All stats start at 10 and can only be lowered to 8
3. A random dice roll (4d6 minus the lowest roll) is given to add to each stat.
4. To raise a stat from 17 to 18 it takes 3 points

5. To raise a stat above 14 it takes 2 points
6. Stat bonuses are given at 12 +1, 14 +2, 16 +3, and 18 +4
7. Sheet has Name, Class, Level, health points, and Experience
8. Also has armor, weapon bonuses, and counts of potions and camp equipment.
9. The player has the ability to level up when exp reaches certain levels
10. Character gets 1 point for stats, one dice roll for added health, and 1 point to their attack roll every level.
11. Additional bonuses may be added at various levels

## Inventory

### Specs

1. Behind the scenes

## Town

### Specs

1. Create an inn to rest and recoup health
2. Create a shop to buy and sell items
3. Tavern.. Send gold on food .. dice game.. ?
4. Quests?

## Store

### Items

### Specs

1. Armor and shields various bonuses to AC (purchase bonus to current armor)
2. Weapons for each class (purchase bonus to current weapon)
3. Health potions
4. Camping equipment (rest to increase health)

## Story

1. Sayings on the road;
  - a. "As you are traveling you run into a ..."
  - b. "Its late and you decide to camp"
  - c. "You head into town a see a nice inn to rest at"
  - d. "You barter with the store and pick up some much needed supplies"
  - e.