**Graham’s Final Project Outline**

**Name:** Dead or Alive Character Sheet Builder

**Background (Purpose and Reason):** A couple of my friends and I are building a tabletop RPG game called Dead or Alive (DoA). It is a wild west themed game, designed to be simple and a good introduction to those who haven’t played tabletop RPGs. The basis of a tabletop RPG is that you roll dice and use stats/bonuses on your character sheet (but making a character sheet can be a hassle). We made a step-by-step walkthrough in our rule book, but the goal here is to automate the process and make a digital character sheet you can screenshot and print off.

**Target Audience:** Anyone interested in DoA and would like help making a character sheet.

**Goals of the Application:**

1. Provide a user-friendly guide to making a DoA character sheet.
2. Verifies the ‘stats’ the user put in are valid and follow the DoA rules.
3. Exports an Image (not necessarily an image file but something you could screenshot) of your character sheet with all the appropriate ‘rules and bonuses’ written on.

**Simplest Structure of the Application:**

* Screen 1: The User Inputs
  + Name (Valid Inputs: Any string)
  + Class (Valid Inputs: Any within a presented list)
  + Profession (Valid Inputs: Any within a presented list)
  + Insert Attack, Utility, and Defense Score (Valid Inputs: integers 1-6 and 8 each, only one can be an 8)
  + Skills at level 1 (Valid Inputs: Based on above inputs)
  + Skills above level 1 (Valid Inputs: Based on above inputs)
* Error Screen:
  + Displays what input was incorrectly put in (if any) and why
* Screen 2: The Character Sheet
  + Using the tkinter.geometry() method display a printer-paper scaled window with screen one’s inputs (assuming they are all valid) and also other stats that are calculated base on the inputted stats in a net order.

**Ways to enhance the project:** (For if the above is too simple, or I complete early there are ways to enhance the project)

* Closing Screen 2 brings you back to Screen 1 with the stats already in the prompt.
* Error Screen displays all wrong inputs rather than just the first one it detects.
* An Info button that will create a window that explains some of the stats (I have the digital rulebook already; the only challenge would be creating the extra button in the first place)
* Making buttons to increase or decrease Attack Utility and Defense rather than a user prompt.
* The program will create a txt file with all your stats (just raw data that the program can understand)
  + Tied to the above - Creating a Screen 0: Import a Character File that allows you to put in a .txt file directory and will open the file and skip to screen 2 to display the character sheet.
* **General Polishing of Code and of Screen 1 and 2 display**

Below is an empty character sheet

A white sheet of paper with text and images

Description automatically generated