Class Randomizer User Manual

1. Introduction

This is a simple program to generate random characters for a tabletop role playing game with some customization

1. Use

The interface is very simple, much like a guided wizard. The main screen has a panel in the top left to display ability scores, a panel in the bottom left to display other character information, a “Generate” button in the top right, and a “Random Name” button in the bottom right. The Generate button will begin the wizard to create a random character. Each step consists of a pop-up window, radio buttons to display the options and which one has been chosen. The user can override these choices by clicking on the appropriate radio button.

In the first pop-up, the user can select a class based on the ability scores that have been generated. Clicking the “Confirm” button will lock in that choice and open the Species selection window. The user can override the selection by clicking the appropriate radio button. Clicking confirm will open the Subclass selection window, if the chosen class requires that at level one. The subclass window will display the choices for subclass that are available. The user can override the choice by clicking the appropriate radio button. Clicking confirm will open the Backgrounds window. Once again, the user can override the choice by selecting the appropriate radio button. Clicking Finish here will conclude character creation and return to the main window.

The main window will now display all of the character specifics. The user can either enter a character name or select the Random Name button to choose one at random from an extensive list.

1. Technical Details

The code is inelegant but functional, relying excessively on global variables and convoluted nesting of functions. Relying only on radio buttons and buttons for user input helps avoid invalid data. The program also relies on a number of txt file libraries, which could be integrated at a later date.