# Dungeons & Developers User Requirements

## Campaign Owner

* Compile notes for campaign – custom tags, ie worldbuilding, character, secrets. Can share certain notes with certain players.
* Generate/upload maps?
* Invite players to create or import a character to campaign
* Add homebrew spells/items/monsters to the campaign that players in this campaign can add to their characters (DLC-esque shop for other homebrew content?)
* NPC tracker – divided into categories with labels like city/dungeon/BBG. Custom notes
* NPC generator – personality & description? Or just names?
* Monster tracker – allow for slight randomisation of stats to prevent learning from players?

## Player

* Create a character
* Add spells to a character
* Cast spells (/at higher levels) and use spell slots
* Level up
* Modify a character’s information
* Add notes with tags (backstory/story) and share with campaign owner/other players
* View character sheet (mobile)
* View detailed information on an item/spell/feature
* View source of item/spell/feature (added as part of class? From origins?)
* Add items to inventory
* Add custom notes to items (50ft rope – burned ends)
* Add status effects, view rules on them
* Calculate modifiers
* View and respond to invitations to campaigns (New character – existing – decline)
* View own characters
* View summary of characters in campaign
* View shared notes in a campaign view