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Professor Johnson

CS413

**Dungeons and Dragons Haskell Project**

**List of Dependencies:**

1. Database.SQLite.Simple:

https://hackage.haskell.org/package/sqlite-simple-0.4.12.0/docs/Database-SQLite-Simple.html

2. Network.Socket:

https://hackage.haskell.org/package/network-2.6.3.1/docs/Network-Socket.html

**Further ways to take the project:**

The first major thing to extend on this project would be integrating the chat server into the project and allowing at least two users to play the same storyline. The idea of the game was to allow users to make decisions together, while testing game theory-esque problems and seeing how players make decisions. The next major extension to the gameplay would be actually improving the content of the story line (I know), but more importantly, generate some form of randomization in the gameplay rather than the sort of deterministic storyline structure we have set it to be. Another major improvement would be to add a visual representation of the characters’ storyline, which based off our most current database schema would be pretty feasible as it would be matter of creating a tree structure from the integers values from the user choices and printing it to the screen.

Additional Notes:

Kristin was a seriously awesome partner all around. I will admit I was a bit of a noob partner, but sincerely, have learned from Kristin and working on the project as whole. Kristin is super smart, and was a great partner.