

Overview

- We're writing a tool to help game masters manage the mechanics of a game
- Think of this as "the screen the DM uses to keep track of things"

Day 1

- Objects/Behaviors/Operations
- Working!
- Tested!

Characters

- Properties
 - attack hit weight
 - defense hit weight
 - attack damage weight
 - defense damage weight
 - health
 - Items
 - experience
- operations
 - get effective stats
 - heal

MOBs

- properties
 - attack hit weight
 - defense hit weight
 - attack damage weight
 - defense damage weight
 - health
 - Items
- operations
 - get effective stats
 - heal

Items

- attack bonus
- defense bonus

Character librarian

- CRUD
- persist characters

MOB librarian

- catalog of available mobs
- mobs non-persistent

Item librarian

Operations

- Combat!
 - individual turns
 - entire attack sequences
 - Bonus: item drops