Minimum Viable Product (MVP) Definition

The MVP version of the JSON-based Classcraft-style web app should deliver the fundamental game loop and classroom engagement tools, all stored locally and functioning offline. It must be sufficient for teachers and students to play the game, interact with character stats, and participate in quests.

MVP Features

1. Character System

Three core classes: Warrior, Healer, Mage

XP, HP, and AP stats tracked

Powers implemented with proper cost and effect logic

2. JSON-Only Storage

All game data (users, characters, XP logs, teams, powers, etc.) stored in flat JSON files in /data/

3. XP and HP Management

Ability to award XP and deduct HP based on teacher actions

JSON log of all actions stored

4. AP and Powers Logic

Powers can only be used if the character has sufficient AP

Powers apply correct effects to characters/teams

5. Front-End Dashboard

Real-time display of XP, HP, and AP for logged-in user

Simple interface showing available powers

6. Basic Quest System

Teacher can create/edit simple quests

Students can progress through steps, triggering XP rewards

7. Team System

Characters can be assigned to teams

Team view shows members' stats

Shared consequences (e.g., HP loss if a teammate falls in battle)

8. Teacher Tools

View all student characters

Trigger XP/HP adjustments manually

Create/edit custom behavior rules and quests

9. Local-Only Environment

Entire app runs offline

Can function in browser or Electron setup