Acceptance Document

D&D 4E Character Builder
Team Name: Owl Bears

User Stories & Usage Scenarios

- "*As a developer, I want to set up a basic skeleton for the front-end and back-end that will support the rest of the project.*"
    - **Usage Scenario:** Load up the website, and see the blank character sheet.
- "*As a new player, I want to be able to view and print characters so I don't have to fill out a sheet myself.*" + "*As a new player, I want a selection of pre-made characters so that I can get a character up and running quickly.*" + "*As a developer, I want to create a file format for characters so that I can display character information.*"
    - **Usage Scenario:** Select and load a pre-made character.
- "*As a user, I want to download character files to my local machine so that I can have a persistent copy of my character.*"
    - **Usage Scenario:** Download the currently displayed character to your local machine.
- "*As a user, I want to upload character files from my local machine so that I can view it in the UI.*"
    - **Usage Scenario:** Upload a character from your machine and have it displayed on the web site.

Known Bugs

- We cannot get rid of the .DS_Store files permanently in our GitHub repository
- There is no page break between pages 1 and 2
- Occasionally after doing an upload, the Uploads folder will disappear, throwing an error
- Our database contains typos
- Occasional flickering of Angular elements

Other Known Issues

- CSS Inconsistencies
    - When a character has multiple saving throws, each saving throw has its own pane, rather than one pane that contains multiple saving throws.
    - The Initiative section ought to look like the Movement section, but it doesn't.
- Page loads incrementally rather than all at once.
- Dresden.ddch has no height, weight, or age.