

## **Dungeons and Dragons Inventory Manager**

Scope of work in Distributed Systems project

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## 1 Introduction

The goal of this project is to create an inventory manager application for a tabletop game called Dungeons and Dragons (from now on DnD). According to most DnD players and dungeon masters, handling and managing a character's inventory can become a messy job. Usually an inventory is printed out on paper and managed from there during the game, but as time goes on the managing can get difficult.

The biggest downside to inventory management on paper is passing on inventory from one character to another due to a character's death. Bad handwriting and other such reasons can mean the loss of some notes that might become crucial at some point. That is why the author is also planning a feature in the application to pass on selected items from a character's inventory.

The scope of this project is to create a usable product for DnD inventory management. Dungeon masters with a lot of experience and other players will be consulted with regarding this work. The author will plan on testing the application in real life dungeons and dragons gaming sessions as it develops.

## 2 ERD Schema

