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CS 161

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* My program automates the character creation process for a dnd character
* It is executed through taking inputs from the user after giving required information, then prints the character information to a .txt file. It requires two other files to run: a spells file that holds most of the spells for a wizard and cleric that are level 1 in dnd and a second file that holds the classes for getting the starting stuff for a class in dnd.
* I have spell lists, and inventories that are used by the class choices for the player and then add them to the adventurer class. I have automated dice rolls for the stats that the adventurer would have and it does all the math for you so you can get your stat modifiers and skills. Finally I have set it up to write the info to a text document that will have the same name as what you gave it. I also set everything up so that I could make improvements later and add more stuff.
* I have while loops and for loops all over this code, I have set up try and except clauses for a couple of things like the writing to file, I also have multiple instances of collection comprehension in both the adventure\_class file and the player\_character file, i show functional decomposition in both the fact that the character classes are defined in their own file as well as in multiple places where I have used functions to do the clunky math for you, at line 106-116 in the player\_character file i have set up code to write the info to a file so you can use it later, most of my error handling has been in the form of while loops and if statements designed to prevent errors.
* Most of the problems that I encountered involved the combining and updating of dictionaries with a list, and I solved those problems by doing research online and when that didn’t work asking my brother for help.
* W3 schools and my brother were the only resources that I used for this project.