Roll19

SD_2

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WK03 FRI

TEAM NO: SD_2

TEAM MEMBERS NETIDS: (only those who are present):
schultz1 shlok kiriny apcosimo

~~FOUR USER STORIES~~ FOR EACH FEATURE + TIME ESTIMATE

TABLES

Game: Map IDS
Player IDS
Character Sheets
Chat history
Monster database
NPC database

Char Sheet: PlayerID
All DND STATS (there's a ton)

Monster: Health + Resistances
AC + Other bonuses
Attacks
Magic Use

NPCs: Alignment
Location
Quests
Relationship with party

FOUR ENABLER STORIES+ TIME ESTIMATE

TABLES YOU WILL NEED FOR YOUR PROJECT (AND RELATIONSHIPS)

USER STORIES

As a player
I want a chat ~ 1 week?
So that I can coordinate with other players

As a dungeon master
I want rolling ~ 2 days?
So that the players don't accuse me of making up results

As a player
I want a map ~ 3 weeks - break up?
So that I can visualize my position in game

As a player
I want character sheets ~ 1 week?
So that my characters stats are conveniently stored

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User1's needs/wants	User2's needs/wants	User3's needs/wants
Dungeon Master	Players	Spectator
User2's actions Create map Add/Remove users Edit character sheets(?) Secret dice rolls Random Encounter Generator Random NPC Generator	Store/edit character sheet chat roll dice see map move character on map character builder track health/status	See map See stats of monsters See rolls Read chat ~optionally use chat

FOUR FEATURES/BENEFITS/ACCEPTANCE_CRITERIA

Chat
- communication
- see history
- console integration
- event log
- many users at once
- users denoted by in game name

Rolling
- randomization
- more involvement
- visualize randomization
- all kinds of die
- throw multiple
- logged in chat

Map
- visualize gameplay
- saving
- creating
- characters/monsters on map

Character Sheets
- know stats
- know progression
- store character sheets
- edit character sheets

	Character Sheet								
Field	Character Name	Class and Level	Class and Level	Background	Player Name	Race	Alignment	Exp	
Type	String	String	String	String	String	String	String	Int	
Field	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Proficiency Bonus		
Type	Ints								
Field	Saving throw proficiencies of above								
Type	Bools								
Field	Saving throw bonuses of above								
Type	Ints								
Field	Acrobatics	Animal Handling	Arcana	Athletics	Deception	History	Insight	Intimidation	
Field	Investigation	Medicine	Nature	Perception	Passive Percepti	Perfomance	Persuasion	Relgion	
Field	Sleight of Hand	Stealth	Survival						
Type	Ints								
Field	Skills proficiencies of above								
Type	Bools								
Field	Skills bonuses of above								
Type	Ints								
Field	AC	Initiative	Speed	Max HP	Current HP	Temporary HP	Hit Dice	Death Saves Su	Death Saves Fails
Type	Int	Int	Int	Int	Int	Int	String	Int	Int
Field	Attacks and Spel	Other Proficiencies and Languages			Equipment				
Type	text file	text file			text file				

	Maps		
Field	Map Original	Map Grid	Uploader
Type	image	image	string

	Monsters				
Field	Name	HP	Current HP	AC	Other Info
Type	string	int	int	int	text file

	Player				
Field	ID	Username	Characters	Maps	Games DMing
Type	int	string	CHARACTER_S	MAP	GAME

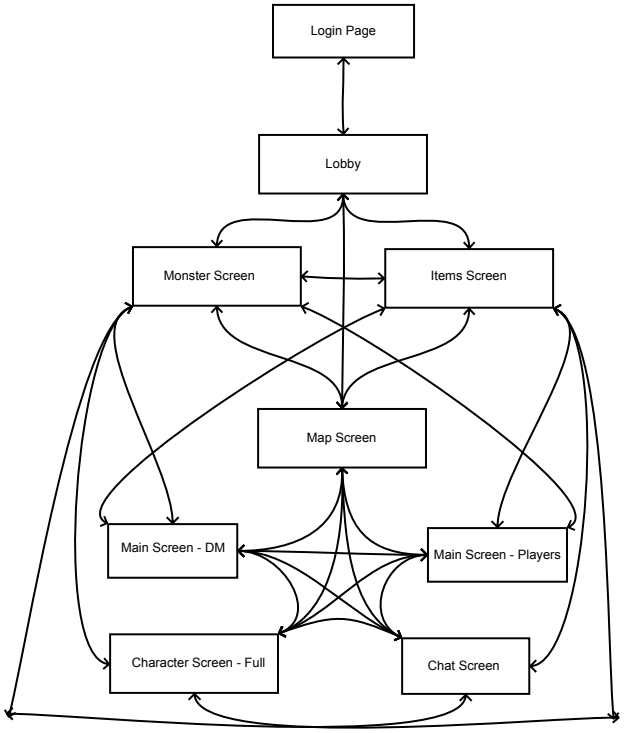
	Game				
Field	DM	Map	Notes	Password	Chat History
Type	PLAYER	MAP	text file	string	text file

	Item		
Field	Name	Info	Pic
Type	string	text file	image

	Account					
Field	id	uuid	locale	last_login	timezone	isAdmin
Type	int	String	String	Integer (ISO 860	String	Integer

	Chat Data				
Field	session id		Field	text	timestamp
Type	text file	->	Type	string	

Web layout


Login Page
Lobby
Monster Screen
Items Screen
Map Screen
Main Screen - DM
Main Screen - Players
Character Screen - Full
Chat Screen

Non-functional requirements

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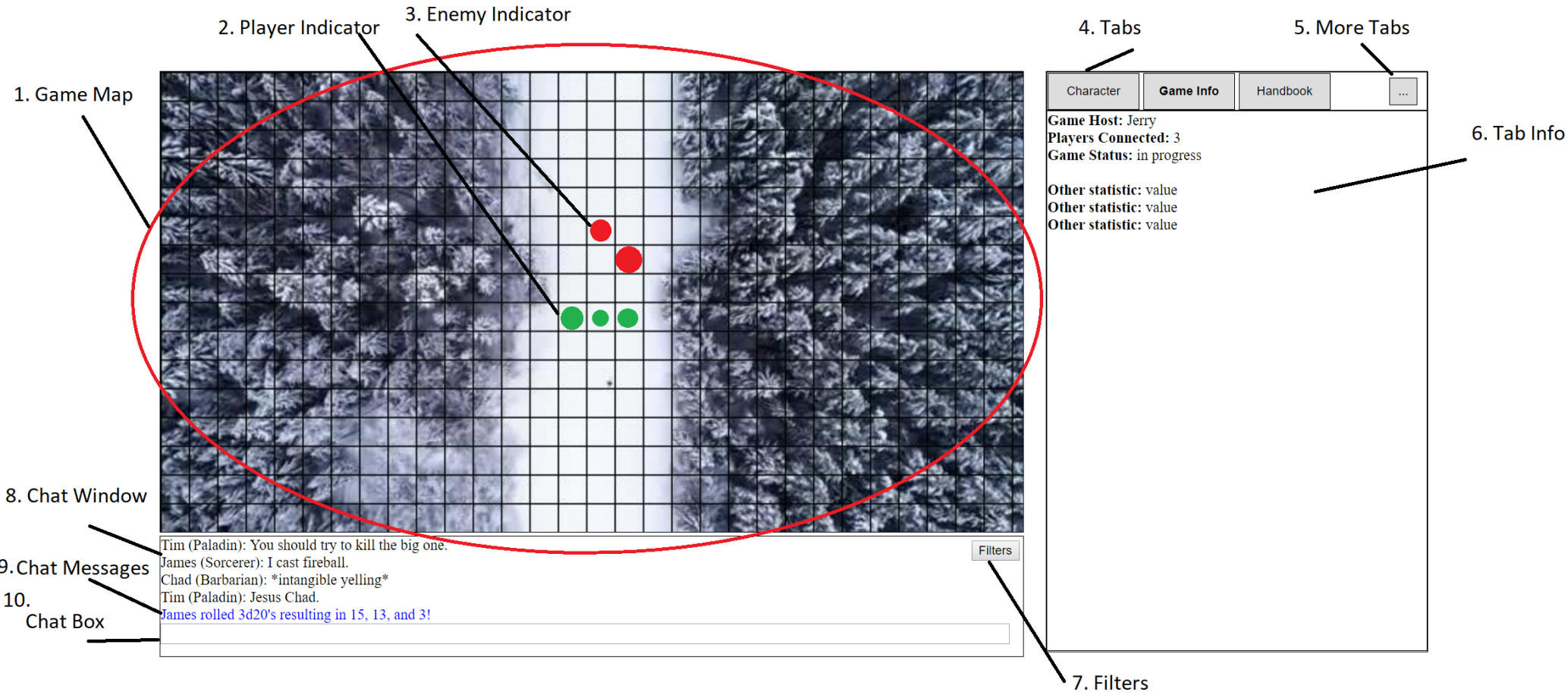
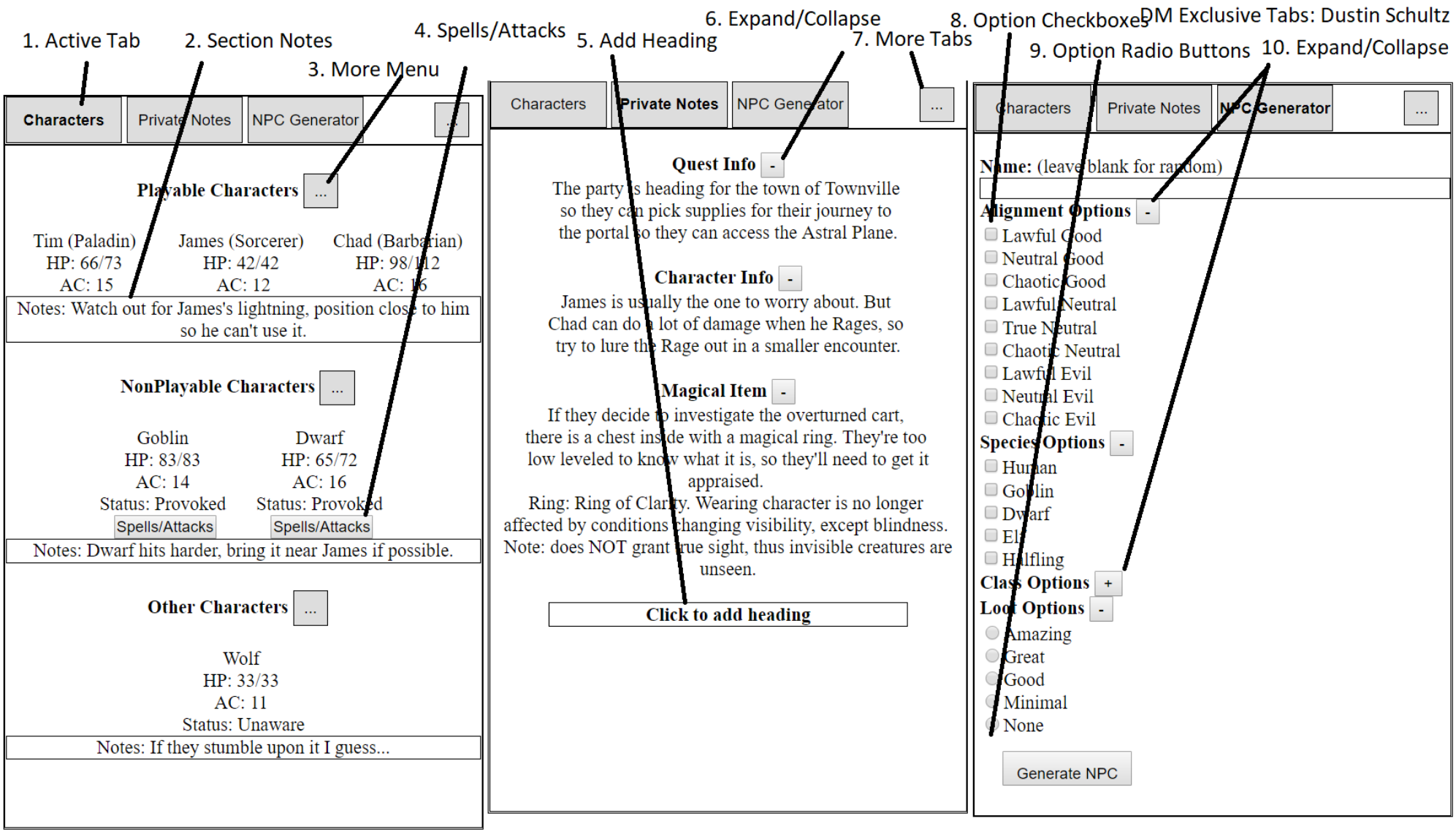
- Scalability, the game board supports up to 8 players at the same time. Up to 20 monsters on the same map.
- Performance, all game data are synced between different clients and servers simultaneously.
- Portability, our game board supports all major platform, user could access our service from PC, tablet and phone by using major browsers.

Main Game Screen. Dustin Schultz



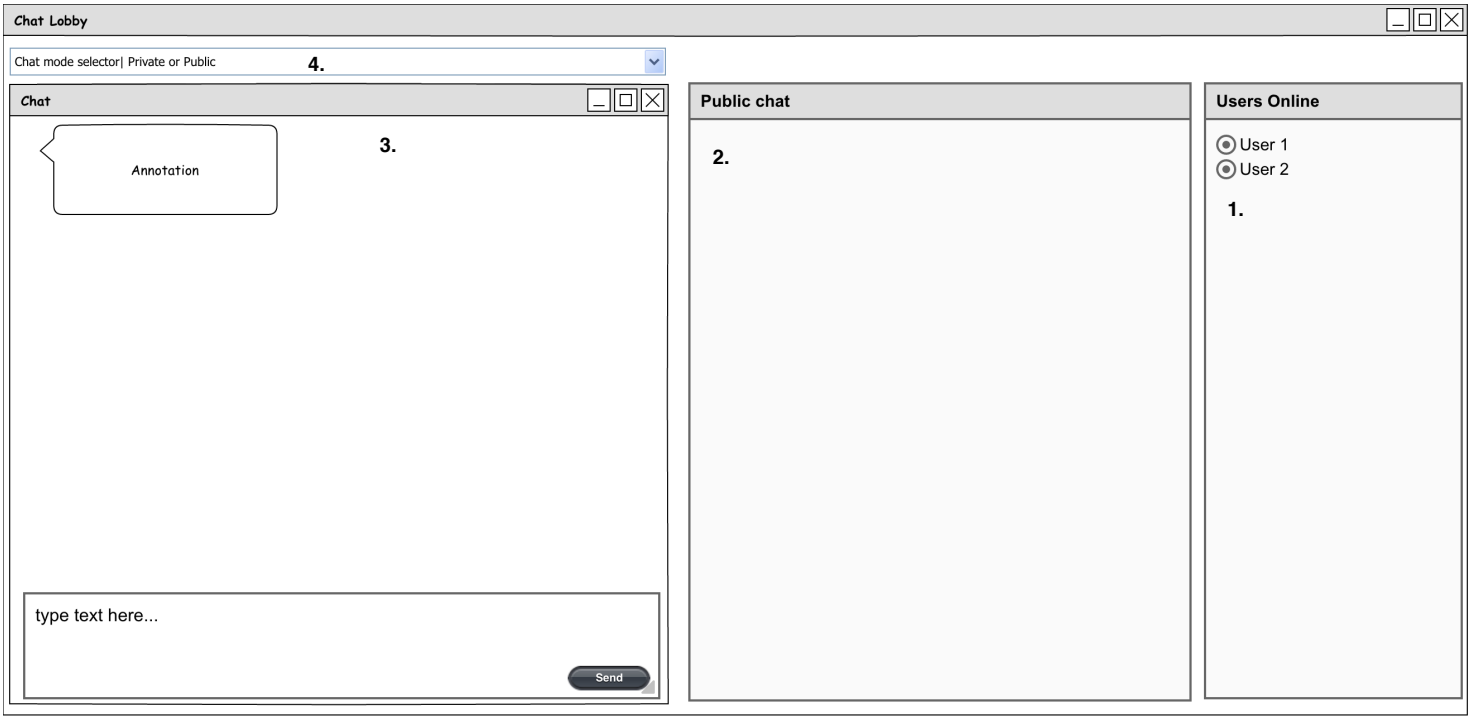
The main game screen is where a majority of gameplay will take place. It consists of a chat, map, and tabs to various other components to help with the gameflow.

1. Game Map: Visualize gameplay, including distances between various map parts.
2. Player Indicator: Indicates a position on the map occupied by a player. Will be substitutable with a custom sprite.
3. Enemy Indicator: Indicates a position on the map occupied by an enemy. Will be substitutable with a custom sprite.
4. Tabs: Most common tabs used, fills the tab info area with material relating to selected tab
5: More Tabs; A dropdown to more tabs, because not all with be able to elegantly fit on the screen at once.
6: Tab Info Area: The area that will be filled with info by the various tabs.
7: Filters: Allows users to filter what appears in chat.
8: Chat Window: Displays chat and game info
9: Chat Box: box for input of chat (and commands)
10: Chat Messages: colored differently to denote source



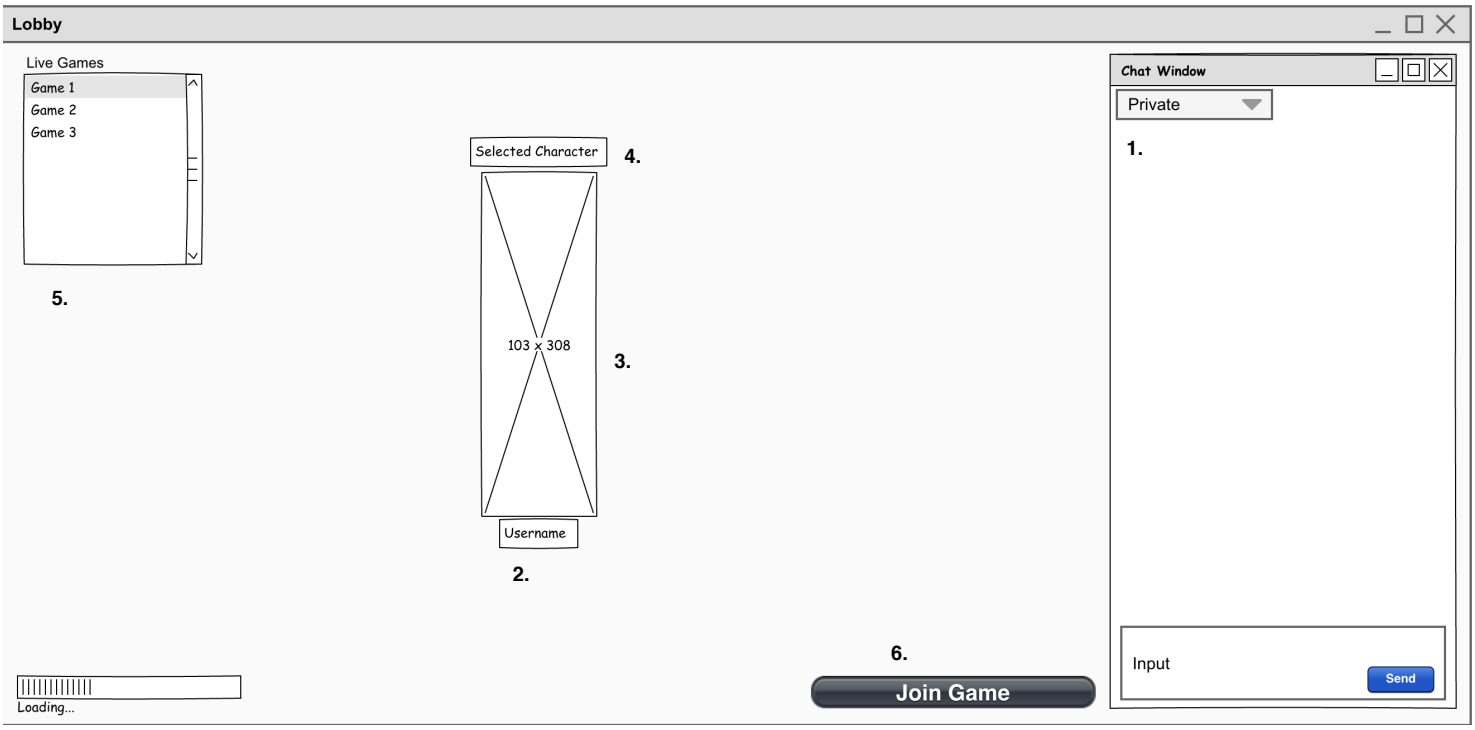
1. Active Tab: Bolded to show the currently active tab.
2. Section Notes: A personal notes section for the DM to type into.
3. More Menu: Opens menu with toggles for specific stats for the section.
4. Spells/Attacks: Opens available spells and attacks for this NonPlayable Character
5. Add Heading: Adds another subsection to the notes tab.
6. Expand/Collapse: Expand or collapse the subsection.
7. More tabs: A dropdown to more tabs, because not all will be able to elegantly fit on the screen at once.
8. Options Checkboxes: Enable/disable this option for the randomizer.
9. Option Radio Buttons: Enable this specific option, only allows for one.
10. Expand/Collapse: Expand or collapse the subsection.

Shlok Singh



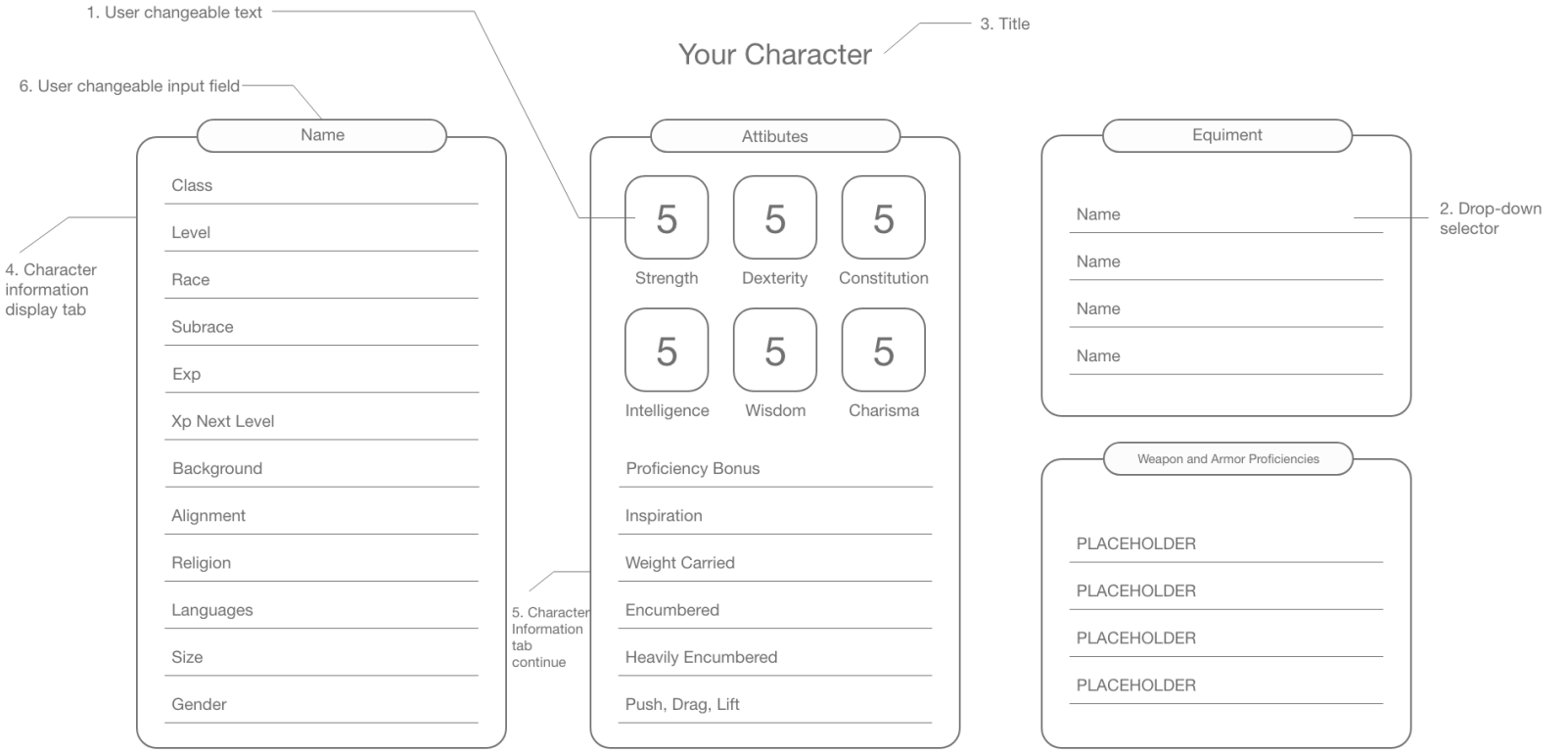
1. Shows the users that are currently online
2. The public chat shows up here, you can communicate with everyone in the game here
3. Shows that you are currently participating in, this will have the P2P chat
4. You can select the different users to chat with here

Shlok Singh



1. Your current chat shows up here, with a text input box
2. Username shows up here
3. Character image shows up here
4. The current character shows here
5. All the games that are currently active
6. Button to join a game

Character Page. Qilin Yang



1. Those input field are changeable by user and could display information at the same time. Data should stored to the database after any modifications.
2. All available equipment are selectable from the drop-down box. User could user keyboard to search existing equipment or create a new one.
3. Character sheet page title. 4. All character information displayed here. 5. Continue (4) 6. User could change the name of their character at any time.

Character Page. Qilin Yang

1. User could search every single map available in the search field.
2. The image also serve as a button for user to select map they want.
3. Additional information related to the map are shown here.
4. Page title.

Maps

4. Page Title

Search Maps

1. Search function

2. Map select button

Map Name
Author
Additional Attributions

Map Name
Author
Additional Attributions

Map Name
Author
Additional Attributions

Map Name
Author
Additional Attributions

Map Name
Author
Additional Attributions

3. Additional Map Infomation

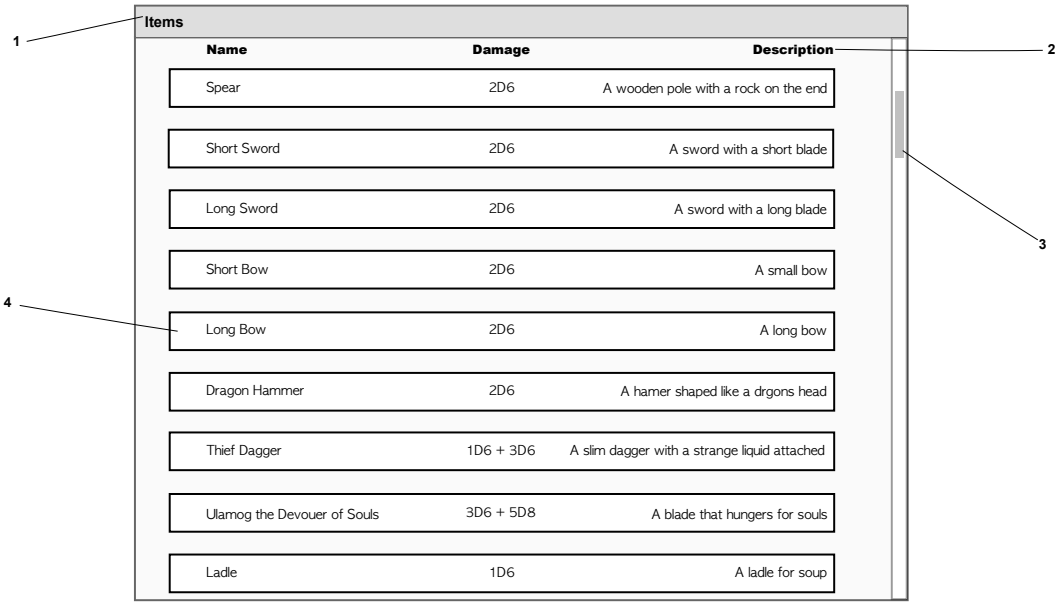
Map Name
Author
Additional Attributions

Map Name
Author
Additional Attributions

Map Name
Author
Additional Attributions

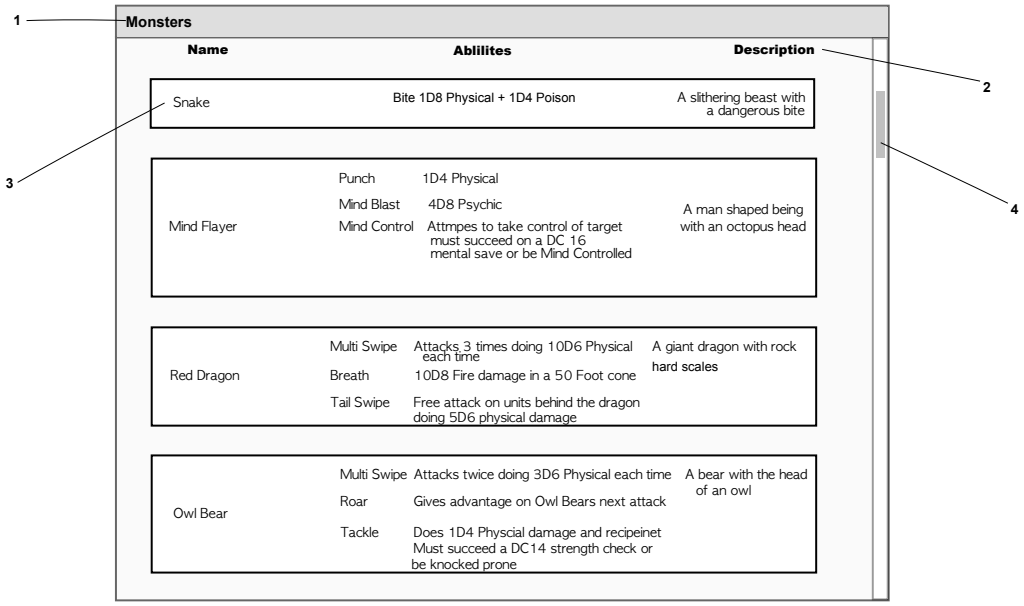
Map Name
Author
Additional Attributions

Map Name
Author
Additional Attributions



The items windows is a helper window meant for showing items to players.

1. Titles the windows so users are aware what page they are looking at
2. Column headers to define what each column represents, should remain in the same position was the user scrolls
3. A scroll bar easy, and quick scrolling through the page
4. Each item is placed in separate squares for easy reading



A window that displays available monsters.

1. A name for the window so users can easily tell what window they are on
2. Column descriptions for monsters, titles different columns that each monster has.
3. A text box that contains the information of the corresponding monster, it details the names, abilities, and a short description of each monster
4. A scroll bar that allows for easy transition from top to bottom of the window