

Dungeon Positioning System User Manual

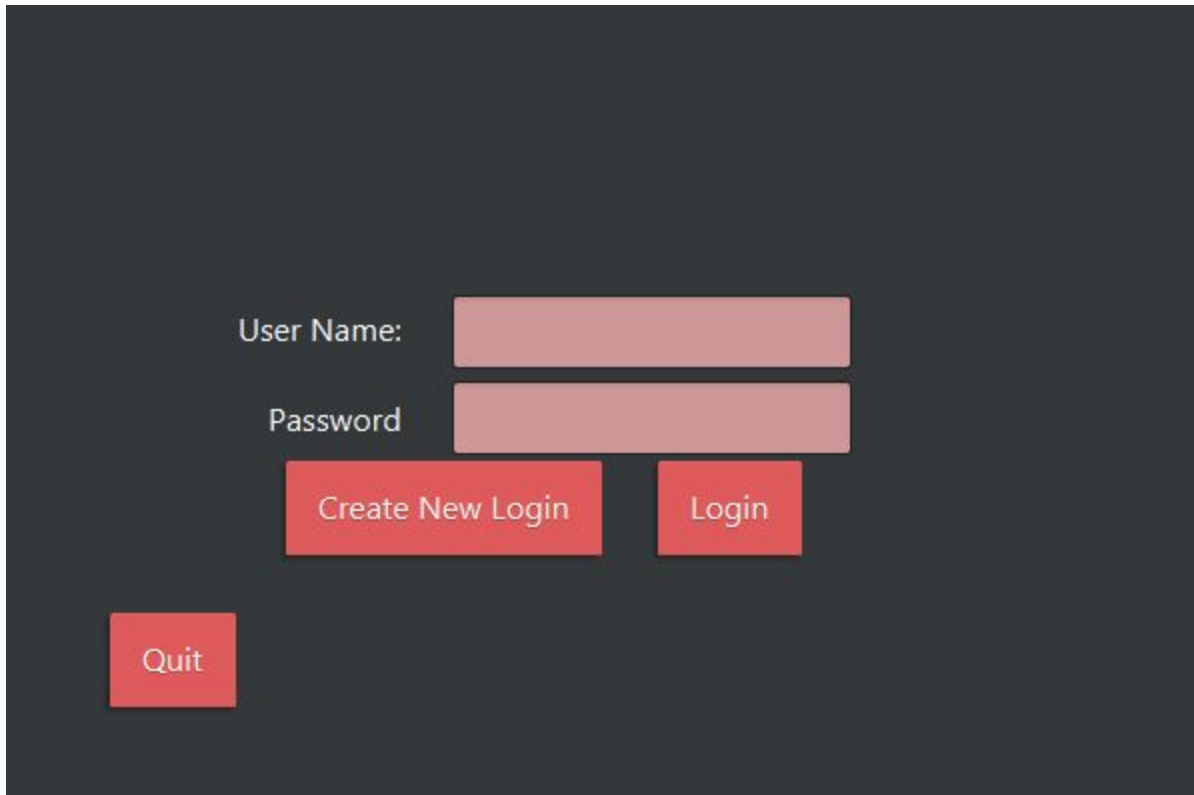
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Phillip Jones, Ray Cockerham

User Manual

To use the Dungeon Positioning System, the user must have the MySQL Connector JAR file included in the DPS build path. To start the system, the user must run DPS.java. The user must also download the Connector/J file from this site:

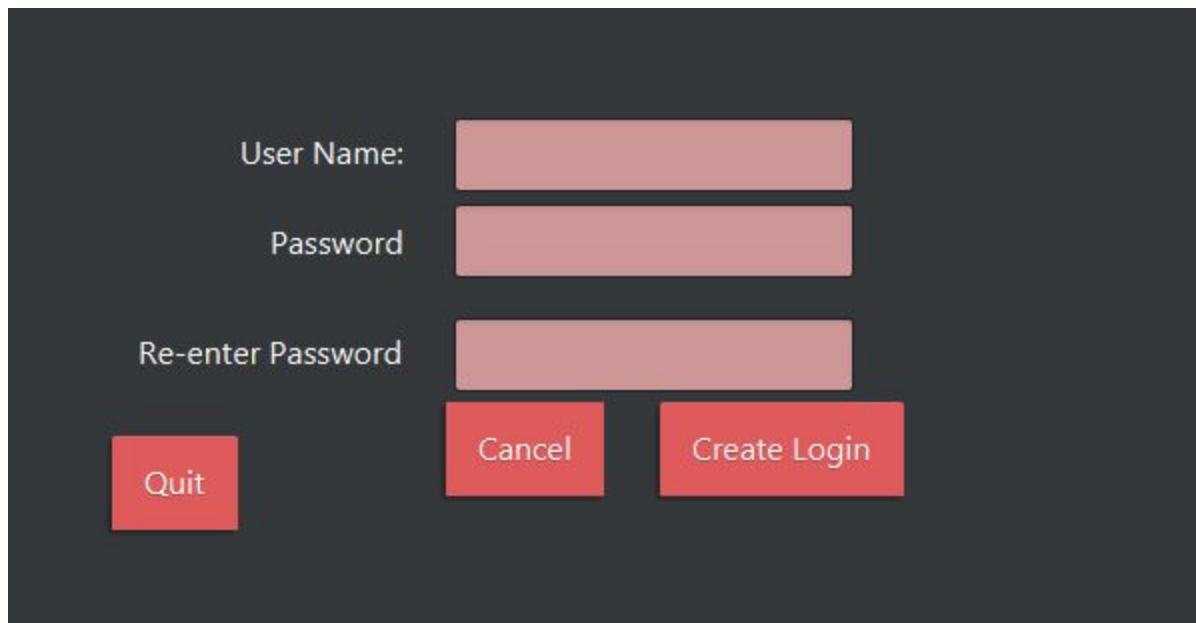
<https://dev.mysql.com/downloads/connector/j/>

1) Login Screen

The login screen has a dark gray background. It features two light gray input fields for 'User Name:' and 'Password'. Below the password field are two red buttons: 'Create New Login' and 'Login'. In the bottom left corner, there is a red button labeled 'Quit'.

Upon running the application, the user must either enter an existing username and corresponding password and login, or create a new username and password, which may then be used to login.

2) Create Account

A dark-themed user interface for creating a new account. It features three input fields for 'User Name', 'Password', and 'Re-enter Password'. Below these fields are three buttons: 'Quit' on the left, and 'Cancel' and 'Create Login' on the right. The buttons are red with white text.

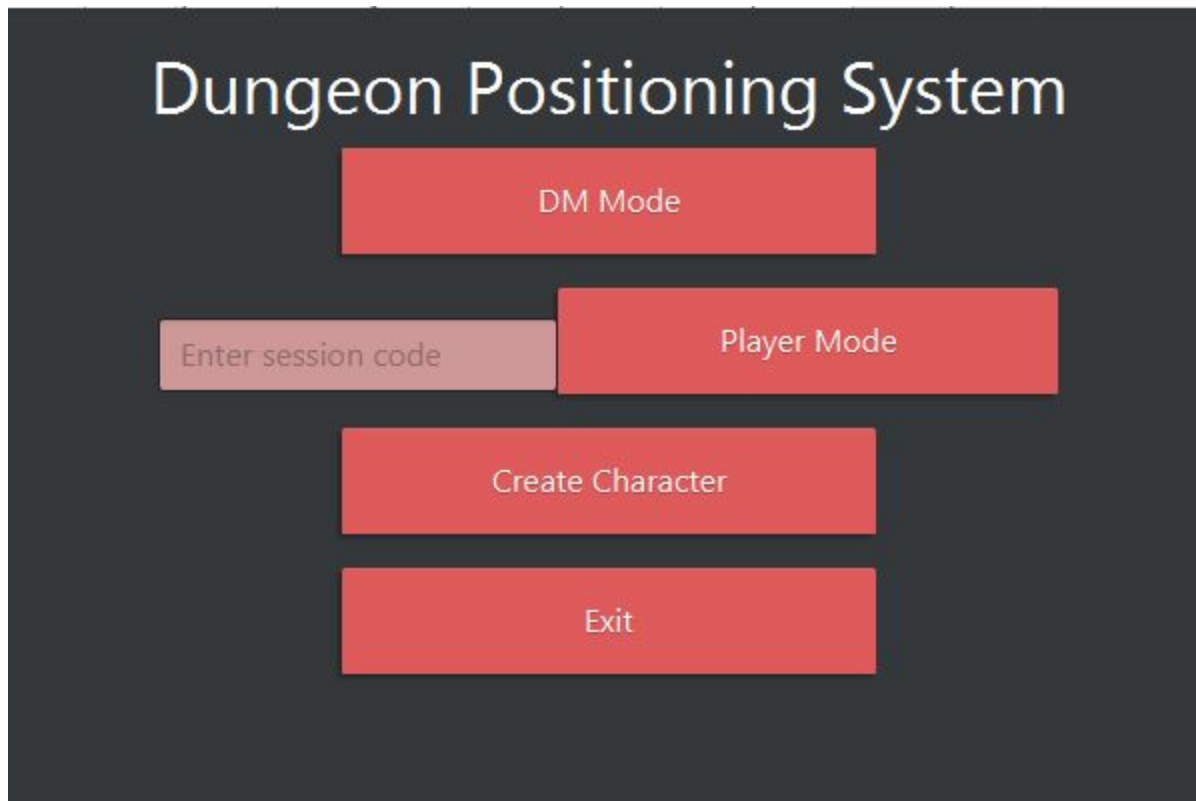
User Name:

Password:

Re-enter Password:

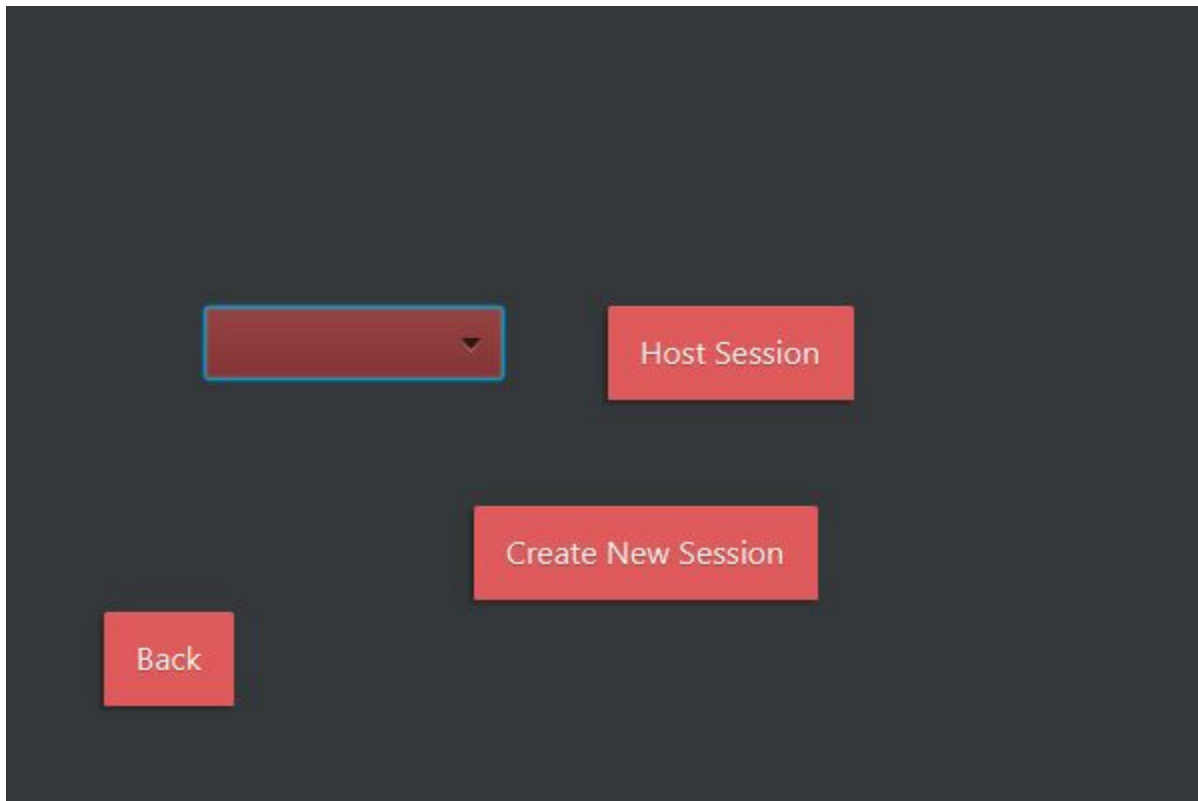
A secure password and unique username is necessary to create a new account.

3) Home Screen



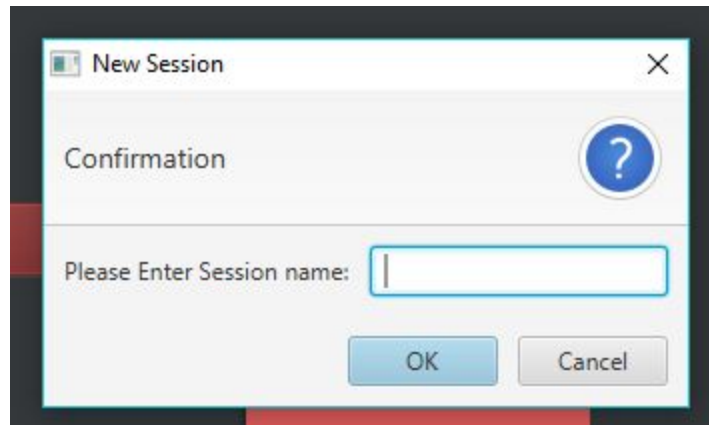
Here, the user can either enter into Dungeon Master mode, use a session code for an open session to join it in player mode, go to the character creation screen, or exit.

4) Managing Sessions



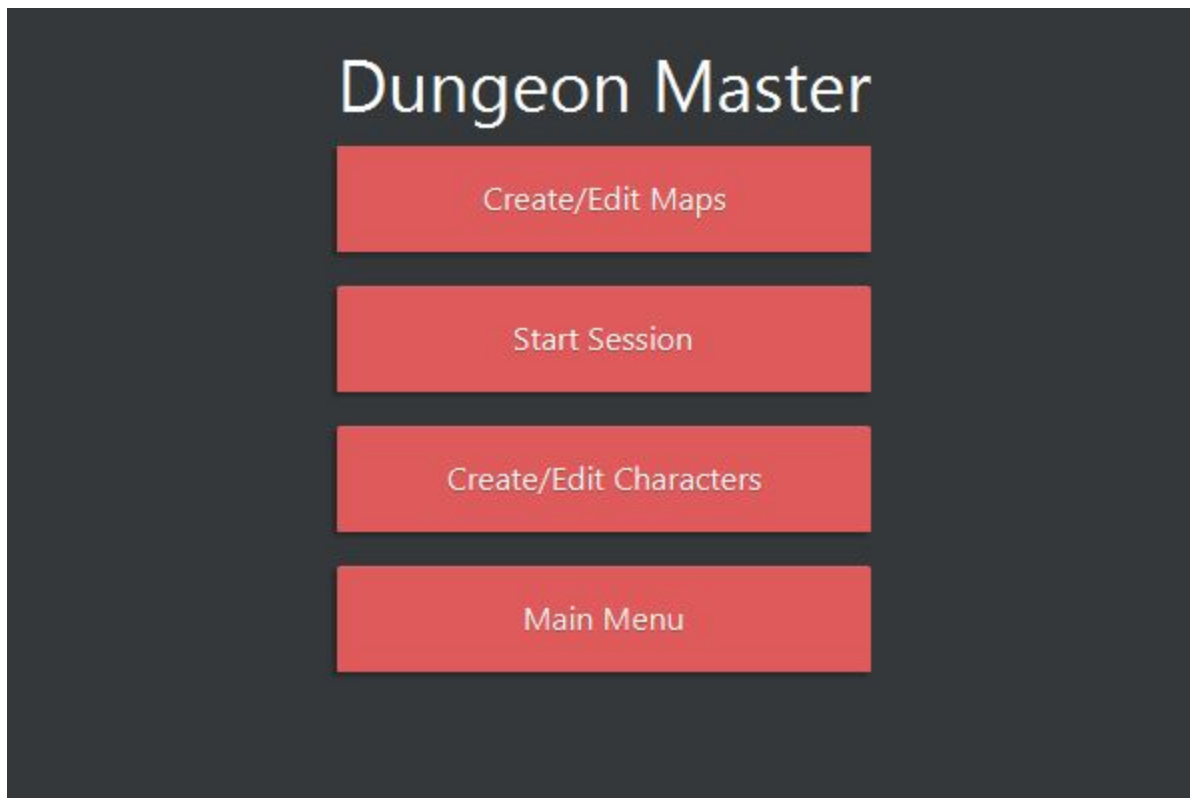
The Dungeon Master is given the open to either host an existing session or create a new session.

5) Create Session



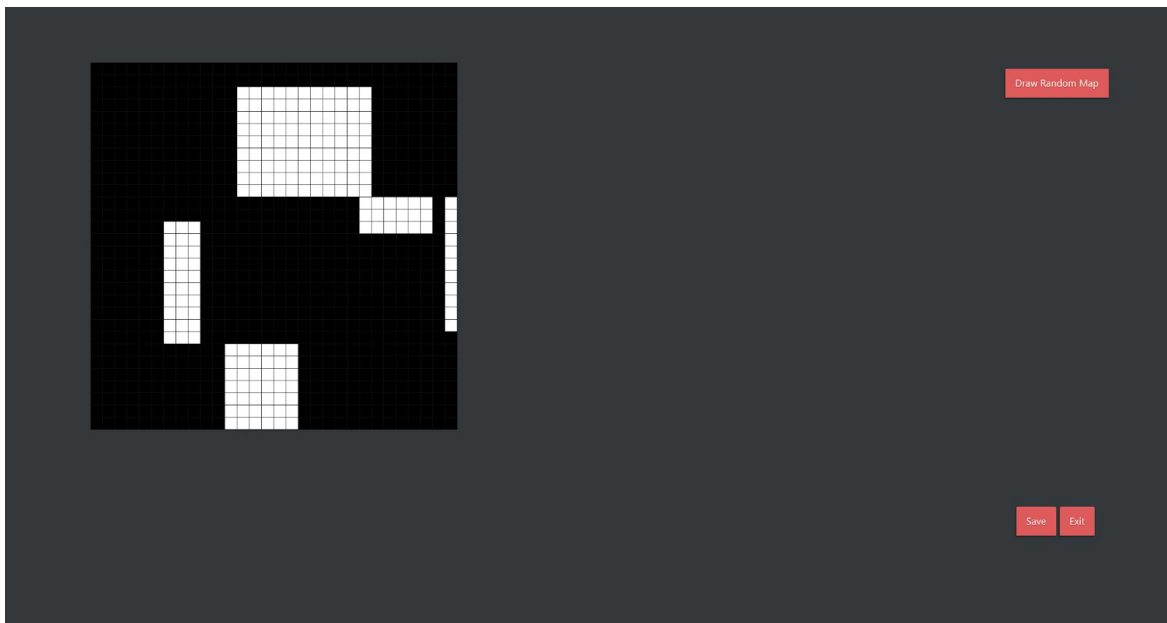
When creating a new session, the Dungeon Master is prompted to name the new session. A session code will be randomly generated and tied to that session after its creation.

6) Dungeon Master Menu



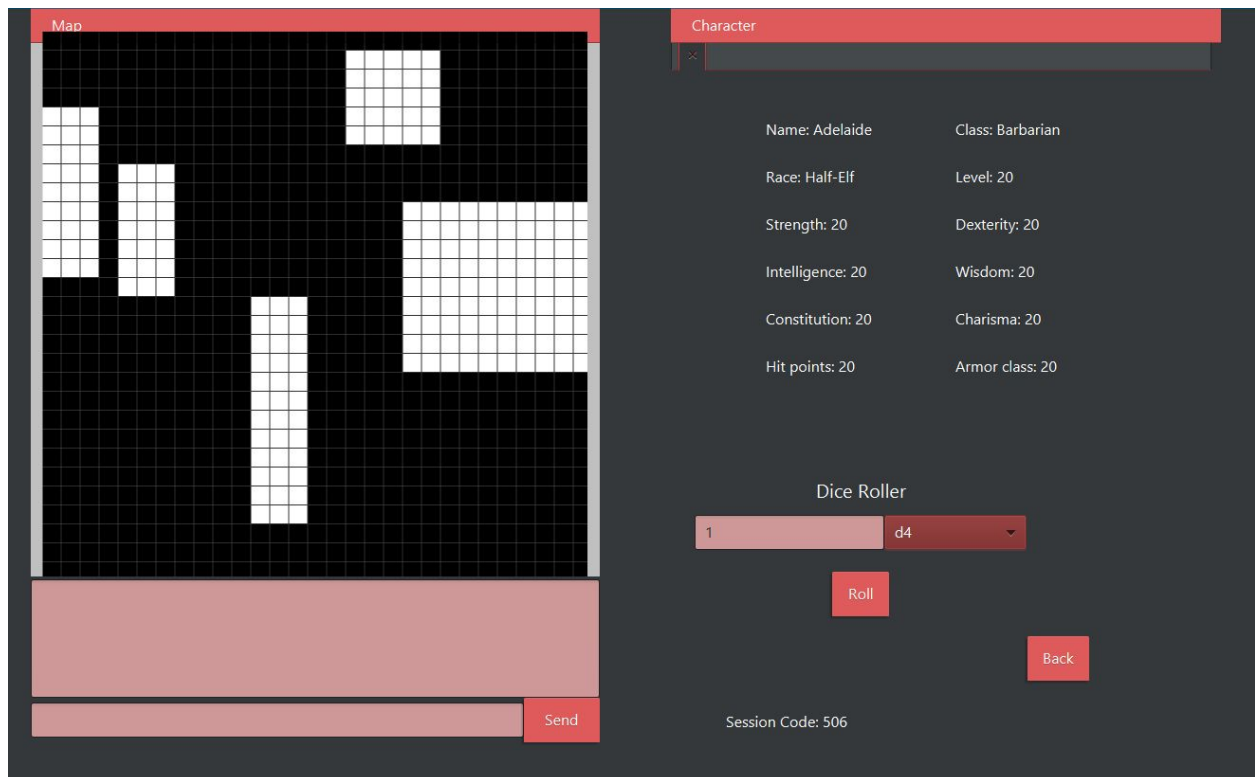
Here, the Dungeon Master can proceed to the map creation menu, start their session, go to the character creation menu, or return to the main menu.

7) Map Creation



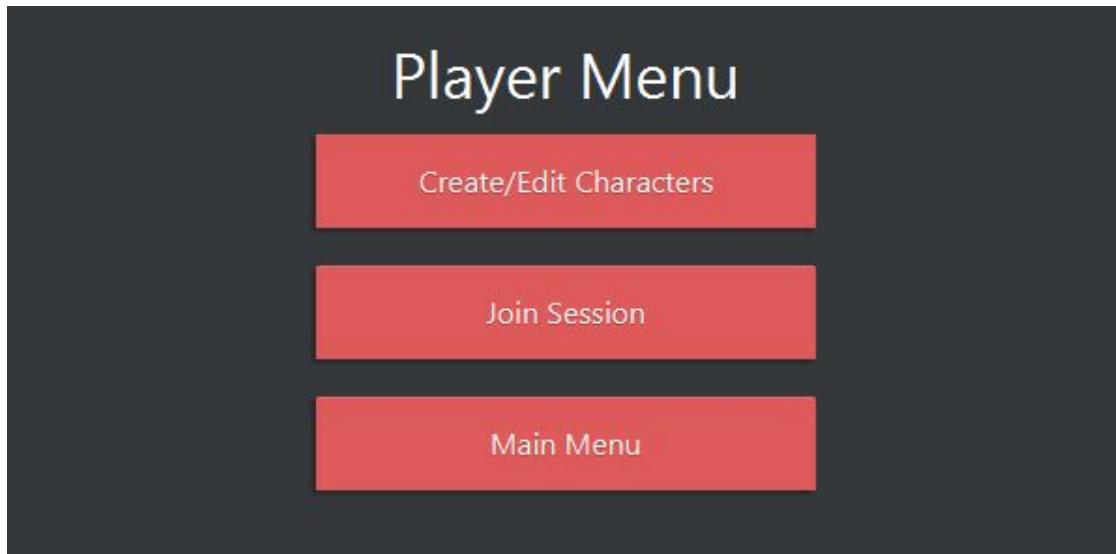
Here, the Dungeon Master can create and save a new randomly generated map.

8) Game Screen



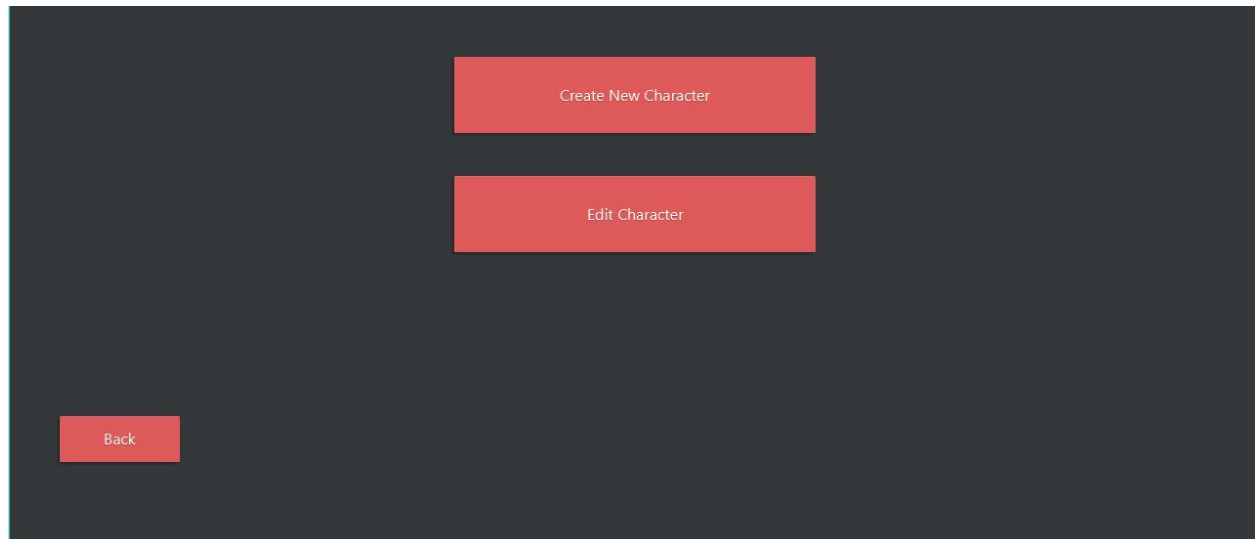
When the session is started, the Dungeon Master arrives at this screen. They can load a map using the map button on the menu bar, load and create character sheets using the character button on the menu bar, as well as use the text chat and dice roller. The dice roller can roll any number of D4, D6, D8, D10, D12, D20, or percentile die. The result would be the sum of these rolls displayed in the game log. The session code is located at the bottom right of this screen and can be shared to other players.

9) Navigating the Player Menu



After entering the session code given by a Dungeon Master, the player will enter the player menu. From here, the player has the option to manage their character sheets, join the session, or return to the main menu.

10) Managing Character Sheets



Here, the user can either edit an existing character sheet or create a new one.

11) Create New Character

Required Fields

Extra Info

Character Name:

Class:

Choose one or type cust

Race:

Choose one or type cu

Level:

1

Str:

1

Dex:

1

Int:

1

Con:

1

Wis:

1

Cha:

1

AC:

1

HP:

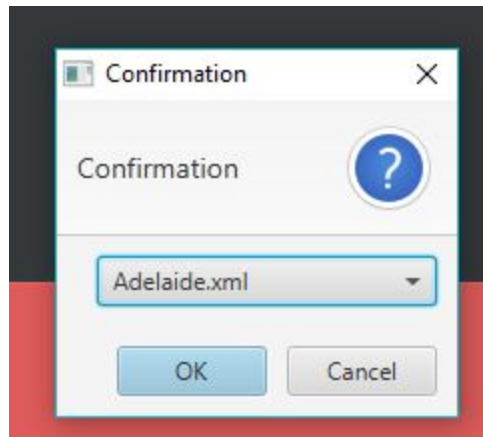
1

Back

Save

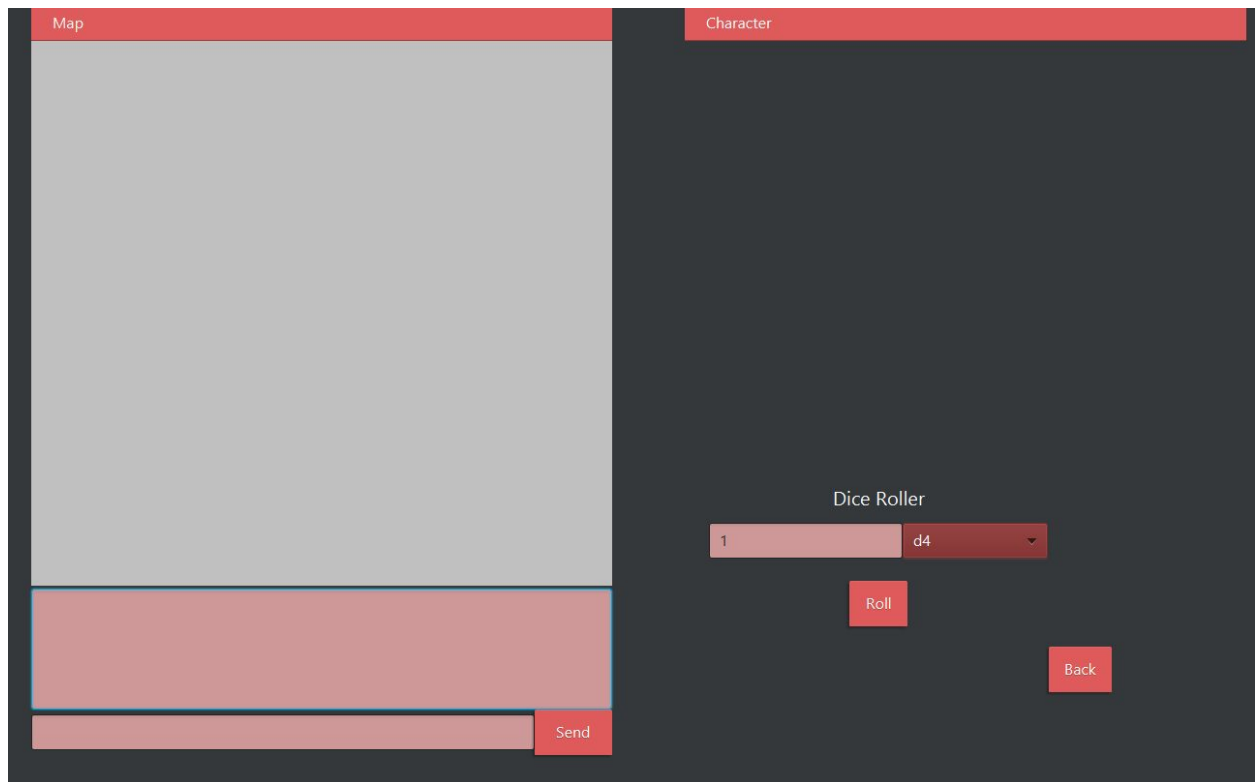
When creating new character sheets, the user will be sent to this menu where they are free to edit several basic stats of their character. After filling out their character sheets, the user may save it.

13) Editing a Character Sheet



Players may edit an existing character sheet. They must use the drop down menu shown above to select which character sheet to edit. From here, they enter the character sheet menu again to edit their stats.

14) Navigating the Game Screen as a Player



When the session is started, the player arrives at this screen. A map must be loaded in by the Dungeon Master. The player is able to load and create character sheets using the character button on the menu bar, as well as use the text chat and dice roller. The dice roller can roll any number of D4, D6, D8, D10, D12, D20, or percentile die. The result would be the sum of these rolls displayed in the game log.