Application Design

# Model

### Database

**Spells**

-Names

-Descriptions

**Gifts**

-Names

-Descriptions

**Rituals**

-Names

-Descriptions

**Attributes**

-Name

-DiceMax

**Skills**

-Name

-DiceMax

**AbilityProfiles**

-AbilityNames

-BaseDicePools(Attribute+Skill)

**Modifiers**

-Name

-DiceMax

### Spell

**Fields**

(string) Spell Name

()

### Dicepool

**Fields**

(int) Dice

### DicepoolModifier

**Fields**

(int) modifier

# Model-View

### DicepoolCaclulator (Struct)

**Methods**

(Parameter) Name 🡪 Return

(Parameter) Name 🡪 Return

(Parameter) Name 🡪 Return

### RollProfile

**Fields**

(string) Spell Name

(int)

**Methods**

(Parameter) Name 🡪 Return

### Class3

**Fields**

(Type) Name

**Methods**

(Parameter) Name 🡪 Return

# View

### Window1

### Window2

### Window3