

Team Number: 109-4

Name: Team Supreme

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Milestone #2

Project Features List :

1. Player Login - This will be a part of the webpage where the players and dungeon masters can login to their profile and view their character information. The dungeon master should be able to view their player's character sheets.
2. Character Attributes - This will be part of the webpage where the players and dungeon masters can change their character's attributes, including strength, dexterity, constitution, intelligence, wisdom, and charisma. You will be able to manually fill in your personal count for each of these attributes, which is based off of a dice roll. The website will then be able to calculate your modifiers automatically.
3. Skills - The traditional DnD character sheet has eighteen different skills, each with bonuses for the player to calculate. We can automate this process by taking the character's attributes and calculating the associated skill bonuses. Players should be able to select certain skills to be proficient in, and those bonuses will be calculated differently.
4. Leveling - When a character levels up, their character's power increases in certain ways depending on what class they are (wizard, cleric, fighter, etc.). Where traditionally, a player would have to look up a lot of information in different places to do this, we can automate a lot of it (e.g. health, proficiency bonus), and for the parts where the player has to make a choice, we can retrieve the relevant information to streamline the process.
5. Spells - For characters who are able to cast spells, it can be difficult to keep track of all the spells you have access to, and the new spells you get when you level up. The paper character sheet obviously can't adapt to the number of spells you have access to as a different class or at a different level, but a digital character sheet can. In addition, we can store all the spells any character can have in a database and filter that by which ones a particular character can use at their level and class.
6. Character Traits - This will be a visual bar at the top of the page that will store your basic information about your character including their class and level, race, background, player name and experience points. These traits will be updated throughout the game. We will also include the character age, height, weight, eye color, skin tone and hair color.

Project Requirements :

Feature	Non-Functional	Functional
Player	The visual button for the login, a box for	Hold character sheets associated

Login	the character log in and password, and a log in button.	with that player, display multiple character sheets to the DM
Attributes	There will be a box for each of the 6 attributes, and they will each be labeled, showing the # inside each box.	Automatically calculate modifiers and populate associated cells, automatically generate random stats
Skills	This will be a box with each of the 18 skills listed inside, they will be labeled, and the player will be able to visually mark the ones their character is proficient in.	Automatically calculate skill bonuses based on the attributes and whether or not the player has marked that skill as one in which their character is proficient
Leveling	There will be a button that will say "Level up" everything else will be performed behind the scenes, affecting the character's other skills.	Add to maximum health, increase proficiency bonus, and display all the options a player has when they level up.
Spells	The spell box will keep track of the spells that each character has trained and earned. They will be easily able to see what spells they have access to	Players will be able to view a list of spells filtered from a database of all spells available in the game, and select which ones to which their character currently has access.
Traits	This will be a visual box at the top of the player page, it will store the basic information about your character including information about height, name, weight, gender, etc.	Players should be able to fill in all these boxes manually, or generate random values for some cells if they want. Race and class selections should have effects in other cells.



Project Plan:

Task Name	Jan	Feb	Mar	Apr
Player Log In				
Attributes				
Skills				
Spells				
Traits				
Leveling				

Kalei
Erik
Jackson
Jon
Zeyu
Kalei, Erik, Jackson, Jon, Zeyu

scrumbjr by allasaria

IN PROGRESS

Planning Website Design
Sprint 1

Develop Front End
HTML/CSS Sprint 1

BACKLOG

Player Database Sprint
2

Plan Player Database
Sprint 2

Heroku Setup - Sprint
3