

Team Number: 109-4

Name: Team Supreme

Members: Zeyu Feng, Jackson DuBart, Kalei Lewis, John Griffin, Erik Rhodes

D&D Character Sheet Holder

Description of application:

Our application D&D character sheet holder is designed to help players to hold their character datas to provide conveniences to players when they are in the game. Our goal is to design a website that will have two different screens, one for dungeon masters and one for players. The dungeon master screen, will be able to view the players in their team and the specific abilities each character has. The individual players will be able to view all of their own stats and change them as desired, as the game progresses.

Traditionally, players of Dungeons and Dragons use paper character sheets, which can be easily lost or damaged, and are hard to reproduce. Hosting that data on a website means a player can't lose months or years of progress to a simple mishap. In addition, paper character sheets require frequent writing and erasing in the same spots, which makes it hard to read after playing for a while. A digital representation is much more convenient and useful for the ways it will be used.

Vision Statement : As Team Supreme, Our goal is to deliver the fastest and most reliable character sheet for Dungeons and Dragons players.

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Version Control :

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jacksondubart

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Yash Sapra

yasa0041 • Collaborator

🗑

☐

zefe5675

Awaiting zefe5675's response

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🗑

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Development Method : The development method we are using is the agile method. There are six steps in the method including requirements, plan, design, development, release, and track/monitor. The agile method values individuals and interactions and responding to change. The developers and the customers work together frequently throughout the course of the project.

Communication Plan: As a team we plan to use groupme to communicate and schedule face to face meetings. We will use the group chat to discuss various aspects of the project, including: when to meet, what tasks everyone is working on, etc. We will also use google docs to collaborate on project documents.

Proposed Architecture Plan: For frontend, we will definitely need to be using HTML for content, CSS for design, and Javascript for functionality. For the database, we will be using

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SQL. The dungeon master will have special permissions in that database, while the other players will only have access to their information, and be able to change it. For building the web app, we can use something like Python Django that is a web application framework. The SQL database will be used for when the players are trying to access/alter their account as well as the dungeon master accessing/altering all of the accounts. The HTML/CSS will act as our visual for the front end, including a drop down menu for the dungeon master and different spots where the players can alter their information.

Meeting Plan : The meeting plan for our team is to meet in person on Mondays from 5-7 P.M. If this time does not work, and we get busy or there is a delay in our schedule we have arranged for Wednesday's 5-7 as our back up plan. We have decided to meet in the engineering building, and are still trying to locate an open room that is consistent with our monday time slot, we are trying to meet face to face as often as possible.