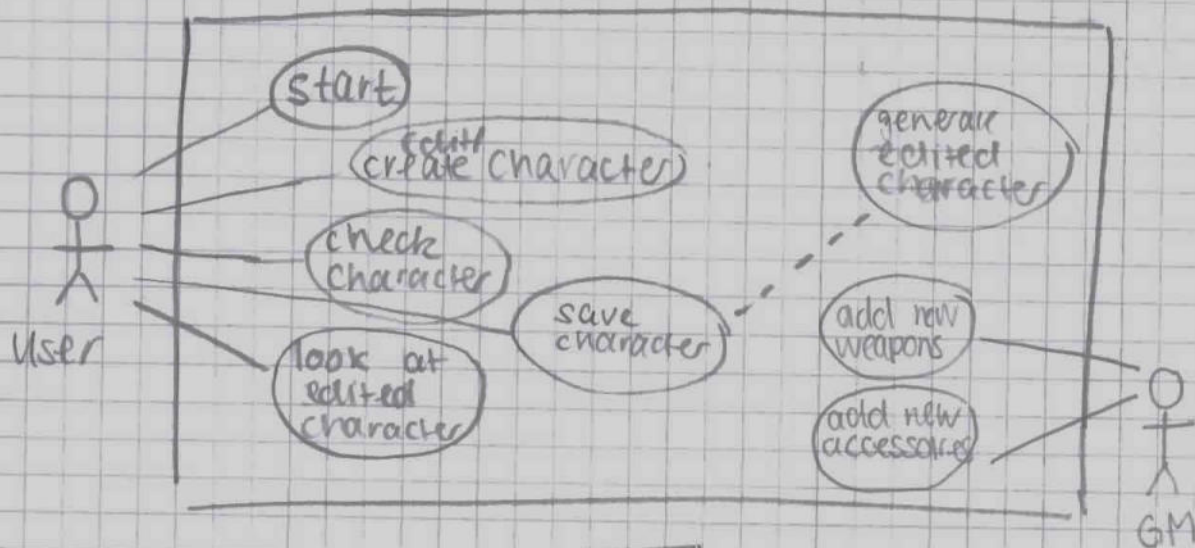


# FA2 L03\_Character

31.10.19

## CHARACTER EDITOR

### Use case diagram



<h2>

<h1>

<h2>

<h3>

# User Interface

## Character Editor

<div>  
id="form"  
<change>

<input>  
type="radio"

<h3>

<select>

<input>  
type="color"

<input>  
type="checkbox"  
dynamic

<field>  
set>

<label>

### CREATE YOUR CREATURE

Name

Gender  
☐ male ☐ female ☐ others

Type of creature

Class

Eye Color

Hair Color

Color of clothes  
 Shirt  Pants  Shoes  Coat

Accessories  
☐ Hat  
☐ Earrings  
☐ Belt  
☐ Scarf

### YOUR CREATURE

Body Index

Age

total weight

Strength

<div>  
id="finished creature"

<div>  
id="body index etc..."

<code>&lt;input&gt;</code> type="range"	Weight	30kg	150kg
	Height	1,0m	2,0m
	Date of Birth		
<code>&lt;fieldset&gt;</code>	Weapon		
<code>&lt;input&gt;</code> type="radio" <i>dynamic</i>	<input type="radio"/> gun		
	<input type="radio"/> sword		
	<input type="radio"/> Munchaku		
<code>&lt;textarea&gt;</code> placeholder	Backstory		
	Type here ...		
<code>&lt;select&gt;</code>	Character		
	place of residence		
<code>&lt;input&gt;</code> type="radio"	Hobby		
	<input type="radio"/> Swimming		
	<input type="radio"/> Roller skating		
	<input type="radio"/> Dancing		
	<input type="radio"/> Soccer		
<code>&lt;fieldset&gt;</code>	<input type="button" value="Save"/>		
<input type="button" value="click"/>			



# EIA2 L04. character Editor 7r

## Character Editor: Data Structures

category	sub-category, string[]	name: string
weapon	single handed	gun sword knife prying pan
	double handed	bow & arrow nunchakus cross bow lance
accessories	hat belt	cowboy hat bowler hat brown belt black belt

<input>  
type="radio"

JSON

Data

category

Item

Item

category

Data

category: string[]: Categories

category

subcategories: Subcategory[]  
type: string

Subcategory

name: string[]  
type: string