## Functional Requirements

### The following requirements have been identified for successful completion of the project.

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| ID | Requirement | Notes | Priority |
| 1.1 | The system will require a secured login. | Examine using existing authentication providers li Facebook and Google | 1 |
| 1.2 | The system will provide a separate section for administration | Login id will determine which section of the application user has access to | 1 |
| 1.3 | Administrator will have ability to create monsters and non-player characters | In addition to regular character races and classes administrator will have ability to create special characters such as dragons | 1 |
| 1.4 | Administrator will have ability to create campaigns. | Only administrators can create worlds and games or campaigns inside the world | 1 |
| 1.5 | Player/User will have ability to create player characters | Players will be able to create a character based on requirements in D&D 5e player handbook | 1 |
| 1.6 | Player will have ability to choose campaigns |  | 1 |
| 1.7 | Player will have ability to buy equipment from an online store | Online store will have various campaign equipment such as swords and wands | 2 |
| 1.8 | Player will roll dice to see how much money they have to equip character with | Player will simulate dice rolls to determine how much gold they have to spend on equipment. No in app purchases | 3 |
| 1.9 | Player will have ability to choose campaigns to play |  | 1 |
| 1.10 | Player will have ability to delete character |  | 1 |
| 1.11 | There will be a way to simulate dice rolls for both admin and player. | Multiple dice and multiple sides should be selectable | 1 |
| 1.12 | Player will be limited to certain classes based on selected race | Depending on race selected player may not have access to complete list of classes. Look at D&D 5e rules for clarification | 2 |
| 1.13 | Player will be limited to building characters of race and class found in D&D 5e rules |  | 2 |
| 1.14 | System will track experience points for a character. | Players gain experience for defeating monsters and completing campaigns | 1 |
| 1.15 | Player will have ability to display character stats | Character statistics will include inventory, current hit points, max hit points, Level, experience points, experience points required for next level, Name, class, race and abilities | 1 |