

Spell generation tool

pros:

app vs web?

app:

for

- easy ~~to~~ plugin for your backend

- Easier to share?
After packaging bundles?

against

- more complicated Setup

- harder to make look nice

- only adds your experience

web:

for	against
<ul style="list-style-type: none">• quick and easy setup	<ul style="list-style-type: none">• harder to test frontend
<ul style="list-style-type: none">• can easily link to internal web properties	<ul style="list-style-type: none">• need to create api to use json

backend :

java

3? classes: In

character ?

class

spell

character is an instance of class
or class of itself ?

character :

identifier - will need to access
multiple character at
a time

spell list - 2D array of int?

1st D = spell level

2nd D = no of spells

value = the spell stored at
int?

identifier for
instance of spell
class

links to
hashmap?
of all spells

starting slot value

~~character~~ class value

cost per character level value

} used to
generate
empty spell
list

character Kent.

function:

generate Spell list - chose from
weighting options?
~~costs~~ (allow for different
type of costs)

cost Spell - update Spell list to
remove cost Spell, state
clarity of what for repeat
characters?

thoughts:

multicasting?

spontaneous costs?

kind in Spell macros to cost Spell
functions.