**Which L3 course(s) will be the base for this project:**

My main module will be TM352, as I will be designing web application and making use of cloud technologies. I will also use ideas from TM354 for testing my code as I progress and possibly to make use of specific UML diagrams, to help me illustrate problem before attempting it with coding. TM356 will be used for prototyping and for increasing interactivity within application.

**The problem is:**

My friends and I often spend our free time playing Warhammer, tabletop role-playing game. During our gaming sessions there is always a need to create characters on the go, which can be used as an ally for players or as their enemy. Dungeon Master wants to do it quickly, so that he does not disturb the flow of the game, by spending time with nose in the Rule Book to finally have character prepared 40 minutes later, while Players are waiting. For example, players are exploring Dungeons, and Game Master come up with an idea of evil priest that rules this Dungeon – he wants to quickly create this character, with generated skills, attributes, and other information, ready to be employed in the game.

Unfortunately, creating random or predetermined character is a long process that involve good understanding of rules. There are some character creators out there on the Web, however they only allow small flexibility on how to create characters. My character creator will be able to create characters needed for Game Master based on their individual needs.

**The stakeholders are:**

All role-playing game enthusiasts and Dungeon Masters playing Warhammer Fantasy Roleplay, who want to quickly create different characters, either on the go during session with friends or while creating adventures for them.

**The user is:**

Dungeon Masters and Players who want to quickly create their character without spending time to master the rules and complexity of character creation.

**I have/will be able to find out more by talking to:**

I will need to speak with people who are Dungeon Masters. I will also need to speak with people who enjoy Warhammer and play it as players, to get to know what they are expecting and what I am missing.

**The skills I have from my L3 study include these which are relevant to the proble****m:**

HTML, CSS, JavaScript, JSON, Responsive Design, accessing and using Cloud, creating UML diagrams, prototyping.

**The ways in which I will be moving my skills and knowledge beyond the L3 module(s) are:**

I will expand on my skills and knowledge from TM352 by:

· Using features from ES6 JavaScript version and beyond.

· Creating design and graphic styles with Sass, as an extension of CSS.

· Making use of Firebase Hosting, as my cloud service provides, to be able to pass and collect data for the needs of my program. I will use it to create storage for programs data.

· Using Git and Github to follow my progress.

· Using Ubuntu as my operating system, where I will do all the development.

· Possibly making use of React as my JavaScript library. I have decent working knowledge of JavaScript, but never used React before.

I will expand on my skills and knowledge from TM354 by:

· Making use of Jest testing framework to build on my testing knowledge.

· Creating UML diagrams specifically for JavaScript to help me illustrate behavior of the system.

I will expand on my skills and knowledge from TM356 by:

· Expanding my knowledge on good practice of how to design good-looking and accessible design for my web application and to increase interactivity.

**Any legal or ethical ramifications that might occur:**

I will need to follow legal obligations related to using services of cloud computing provider, such as data protection and user confidentiality.

**The end product I will deliver will be:**

Web application for Character Creator for Warhammer Roleplay Game. User will be able to generate characters, either to be used by Dungeon Master during the game or by Player to create their own character.

Characters could be generated randomly or specifically designed by users – characters can be with or without specific skills, with predetermined, random, or partially predetermined values for corresponding skills, talents, weapons and more. Character Creator will also generate personality traits, name, background of character and plot hooks to help Dungeon Master with how to incorporate character in the game.

Summing up, player will be able to:

· create random or predetermined characters,

· modify them before and after creation according to needs,

· save and load them when needed,

· create account and sign up to it.

Character sheet will be based on character sheet from Warhammer Fantasy Roleplay.