

**ISTE 240.600 - Web and Mobile ||**

**Spring 2026**

**Group Project Report**

**Dungeons and Dragons**

**Group 4:**

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## Executive Summary:

Shattered Realms will be a web-based platform created to support Dungeons & Dragons league by bringing everything players need into one place. Many tabletop campaigns struggle because new players feel confused, information is spread across different sources, and it is difficult to track progress between sessions. Shattered Realms solves these problems by clearly introducing the game and its world, offering a simple interactive onboarding activity to prepare players, and providing a dashboard that shows rankings and performance over time. By keeping event schedules, player profiles, character suggestions, and league statistics in one system, the platform makes the experience more organized, fair, and enjoyable for everyone involved, while also making it easier for organizers to manage recurring events.

## Project scope and timeline:

Week 1 – 2 – Planning and Design

Week 3 – User System and Profiles

Week 4 – 5 – Dashboard and Data Visualization

Week 6 – 7 – Management Interface and Fundraising Section

Week 8 – Testing and Final Integration

## Features to be added:

- 1: Registration, Login, and Profile Capabilities
- 2: Dashboards with Data Visualization
- 3: Fundraising Campaigns
- 4: News Feed with Subscription
- 5: Interactive merch Store

## User Interaction scenarios

1. New user signing up
2. Game sessions scheduling
3. Shopping cart for merch

## Implementation details

**Frontend:** CSS (Possibly implement bootstrap), HTML, JavaScript

**Backend:** Java(Springboot) with MVC structure

**Database Management:** MySQL

**Tools:** GitHub, IntelliJ IDEA

## Anticipated challenges, limitations:

Linking the frontend to the backend smoothly

Collaborating harmoniously on GitHub

Implementing as we learn about new backend concepts

## Mitigations:

Start with small features, test them locally, and only then connect them to the backend to avoid breaking the system.

A task checklist that members tick to secure before working on it to avoid clashes or redoing the tasks.

For git, we will use commit messages and regular pull requests. We will communicate before making major changes, review each other's work.

Research/Self-study ahead based on the features needed to be implemented.