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 C 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 Database

Week 6 – 7 – Management Interface

Week 8 – Testing and Final Integration

Features to be added:

1: Registration, Login, and Profile Capabilities

2: Static Dashboard for Events

3: Fundraising Campaigns

4: News Feed

5: Interactive merch Store

User Interaction scenarios

1. New user signing up
2. User deleting account
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.