

## ITEC 352 FINAL PROJECT Spring 2024 – Part A: Design Plan

Madeline's Character Creation Form

**Physical Features**

Name  Age  Gender

Race  Hair Color  Eye Color

**Characteristics**

Role  Traits (Pick 3)

Serious ☐ Introverted ☐

Extroverted ☐ Funny ☐

Brave ☐ Smart ☐

Anxious ☐ Athletic ☐

Annotations:

- 'Age' spinbox
- ComboBoxes: 'Gender' 'Hair Color' and 'Eye Color'
- ComboBox with options like... 'elf' 'human' 'dwarf' etc.
- ComboBox with options like... 'knight' 'mage' 'healer' etc.
- 'Read' button
- 'Write' button

I plan to make a character creation form for a video game. The user will be able to write their preferred name, select age from a spinbox, and select gender, race, hair color, eye color, and their role from comboboxes. The user will also be able to select 3 traits from a list of 8. Two buttons are on the bottom of the form, the left one's function is for the program to create a character for the user (I plan to insert my own name and information as the 'random' character) and the right ones function is to 'create' a character based on the users selections. (left button = read, right button = write)

## ITEC 352 FINAL PROJECT Spring 2024 – Part B: Python Code

<https://gist.github.com/mblucas4920/70767b2c3a505a693c07bec69e584ac6>