# **Team 22 Project Charter**

## **Team Members:**

Benjamin Crumbacher, Nicholas Fordyce, Christian McKain, Riley Turnbull

## **Project Statement:**

Playing tabletop rpgs is a rather large time commitment and most people would like to spend the time they have together playing the game. Unfortunately, most games of this nature require a lot of bookkeeping and planning for a game to run smoothly. On top of that, it gets bothersome to keep track of all the various thing that happen in a game. DnDeity makes the whole process of playing a tabletop game a lot simpler as it keeps all the game information in one place, modifies characters in real time, and helps create in-game content.

## **Project Objectives:**

1. Store character sheets and allow them to be updated in real time so that the dungeon master and players can view stats at any point in a session
2. Develop a character creation tool that allows players to make a new character from scratch
3. Develop a map creation tool that would allow the user to draw dungeons and add monster/trap tokens
4. Allow players to interact with their created dungeons
5. Create an index of magic spells for players and dungeon masters to use as a reference

## **Stakeholders:**

Project Owners: Benjamin Crumbacher, Nicholas Fordyce, Christian McKain, Riley Turnbull

Developers: Benjamin Crumbacher, Nicholas Fordyce, Christian McKain, Riley Turnbull

Users: Our users would consist of individuals from a wide range of ages who play Dungeons and Dragons.

Project Manager: Jordan Hagedorn

## **Deliverables:**

* React JS front-end where users can create maps, characters, and manage their games
* MySQL Database to store users’ created characters and maps, as well as information from DnD such as monsters, loot, and spells
* Flask backend that handles requests from the application and can update and read information from the database