

Dungeon Master's Storefront

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Description

Dungeon Master's Storefront is a webapp meant for Dungeons & Dragons players to save time on shopping for equipment and items for their characters.

- The Dungeon Master of the group will create and stock a store with custom weapons, armor, and other equipment.
- Once they share their store with the players, players are able to determine the gold available in their character's wallet and use that gold to pay for items in the Dungeon Master's store.

Features

- Log In / Out
- DM: Create an Item
- DM: Put an item in your DMStore
- Player: Edit the gold available in your wallet
- Player: Find your DM's Store by searching their username.
- Player: View all the items in stock and their details.
- Player: Add items from the store to your cart.

Planning - User Stories

Two Sides to the Story: We had to consider both Players and Dungeon Masters in our design.

- Dungeon Masters need to create items and add them to their store.
- Players need to be able to find the right store, view the items, and add them to their cart.

Planning - User Stories for Dungeon Masters

As a **Dungeon Master (DM)**, I want to have a store **so** that my players have an organized place they can buy items.

As a **DM**, I need to be able control what items are available in a store **so** that I can control what my players are able to purchase

Ensure the DM is able to:

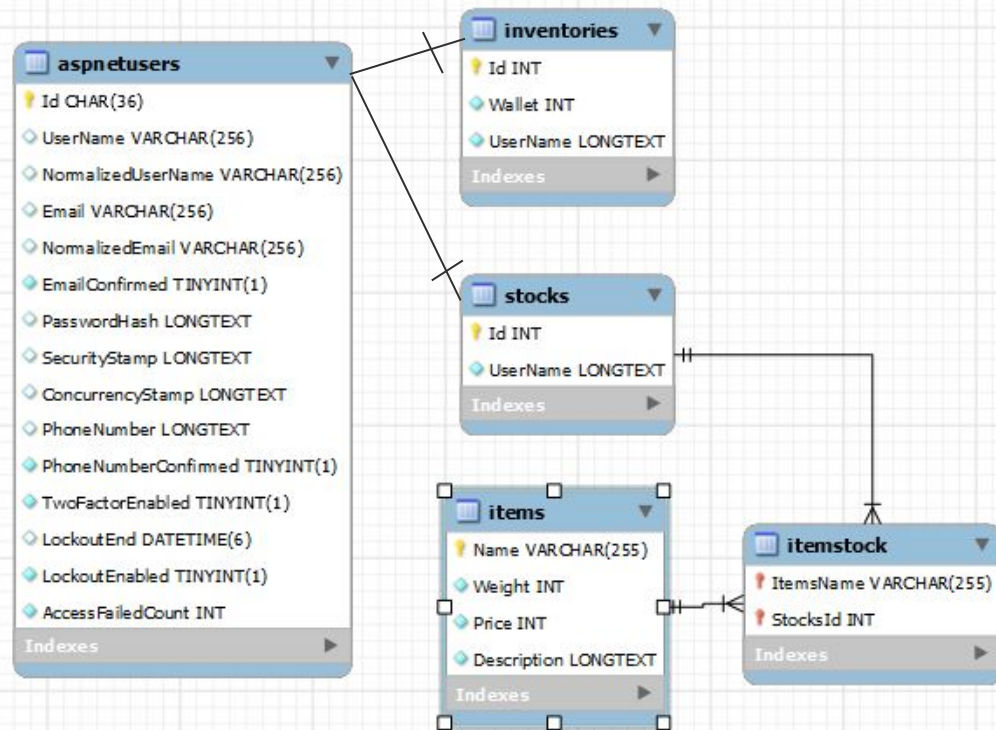
- Login to the DMStore
- Add items to the DMStore
- Edit item price
- Remove items from the DMStore

Planning - User Stories for Players

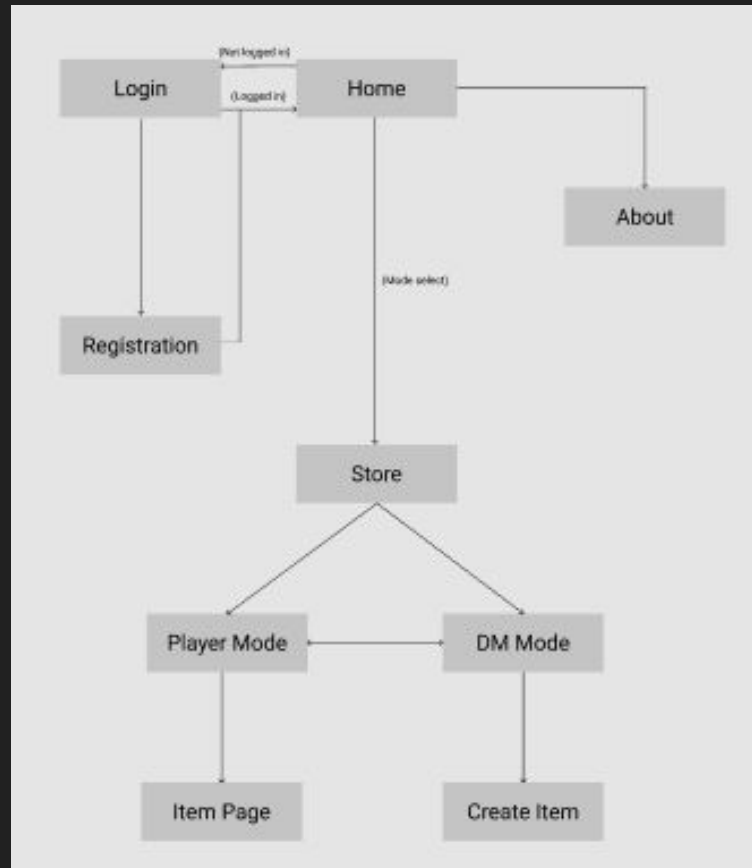
Epic	User Story	Acceptance Criteria
As a Player , I need a store so that I have an organized interface to buy items for myself.	As a Player , I need to be able to see the items the store has in stock so that I can see what I can buy.	<p>Ensure the player is able to:</p> <ul style="list-style-type: none">• Create an account with DMStore• Enter how much gold they have• Login to the DMStore• View what items are in stock• Select items to buy

[User Stories](<https://docs.google.com/document/d/1-eHZfDgVZ8Yj6MUNEFUE88FBdbvkkOJAUn4UTkCuCFg/edit?usp=sharing>)

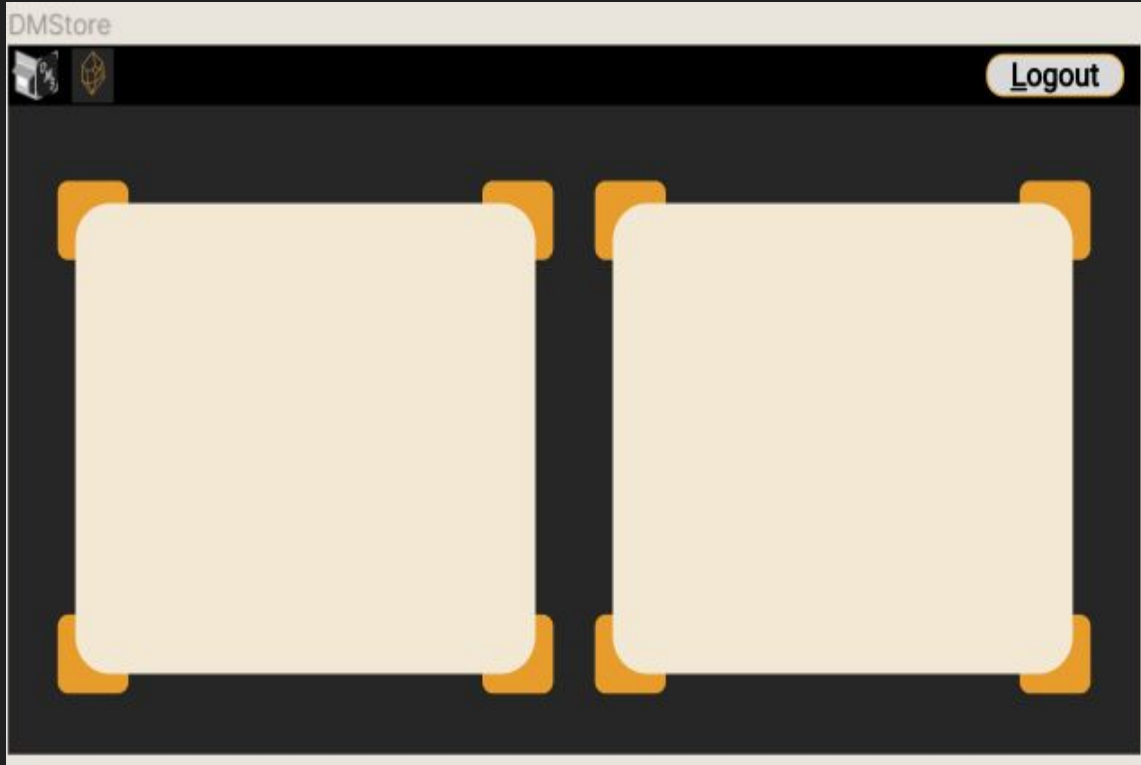
Planning - Database



Planning: Figma Site Map



Planning: Figma “Style Guide”



Main Colors



Technology Stack

- HTML / CSS, C#
- ASP.NET MVC, Blazor
- MySQL
- Bootstrap
- Microsoft Identity
- Entity Framework
- Blazored

Demo



What We Learned

- New Framework: Blazor

New technique

Duy: Services, accessing local storage, new css

Michelle: Single-page applications, components, and new HTML

New feature or problem (for example, creating a user profile or pagination of data on the screen)

Duy: Persisting data without making holding that data in a database

Michelle: Layouts using Bootstrap's grid system

What's Next

- Allow the DM to create more than one store with more than one stock list, so they can create a "market" full of shops.
- Allow users to create multiple characters with their own individual inventories
- Getting the UI to look more like our "style bible" design.
- Adding the open Dungeons and Dragons 5e SRD API, so all the pre-written items from the starter guide are available to put into stores.