

// Character Builder - Project 3

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// Minimum Viable Project

// 1. Input text: User inputs character first and last name. Value for firstName and lastName is saved in separate variables.

// 2. User picks a Character type from a dropdown. This value is saved in a variable.

// 2. Fieldset > input number x 4: User has 10 tokens to assign to Character, distributed between four categories.

Each input number is saved as a value (i.e. Wisdom: 4)

// 3. Submit button > Create character: User clicks submit and information that was input into the form is populated on the right side of the DOM screen.

// Name values are displayed in DOM. Image based on character type selected appears in DOM.

// Based on the number given to each attribute, a sentence appears i.e. `If Strength <= 3, p1 is updated to say \${name} is not a very strong character.`

// 4. Reset > clear form: If a user wants to create another character, they click 'Create New Character' and the form resets.

// Extension Goals

// 1. After name input, insert a Dropdown select that allows the user to pick a character class.

// 2. Each character class is an object that has default values for 'strength, wisdom, etc' attributes.

// 3. User picks character type, and default values for that type are shown on screen. User distributes 10 tokens to augment the current stats of the character.

// 4. Create a dynamic animation using Canvas to visualize point distribution.