

# Campaign Manager

## Tutorial Proposal

I would like to add three new tables to the database. One being an associative table the accepts three foreign keys and the other two containing information that will be used to populate the associative table behind the scene. The associative table will be `user_characters` and the two other tables will be `character_classes` and `character_races`. The user will only interact with the `user_characters` table through querying and inserting. The user will insert into the `user_characters` table using the new create character feature in the website. This feature will take a minimal amount of information from the user and propagate the other information required for a full character from the `character_classes` table and the `character_races` table on the backend. This would mean that the user will only need to select what race and class from a auto populated drop down list of available races and classes their character is going to be and fill in some additional information to generate a new character. Fields that will be affected by race are the stat fields: strength, dexterity, constitution, wisdom, intelligence, and charisma; along with the character proficiency field. The fields affected by the selected class are the character's starting equipment and the characters proficiency. The race and class will concatenate to create a single field character proficiency in the `user_characters` table. Another feature will be that the user will need to be logged in in order to access any of the character features (viewing and adding). This also allows me to associate the user to the character that is created with out having the user enter any information about themselves. Lastly, I will have a web page that will be accessed from a button on the list of characters page that will navigate to a character sheet that displays all the information for the character on the row for which the view character button was selected.

I will also make the drop down menu more dynamic in that it will close the currently opened tab if you click anywhere on the page.

## Overview of Features:

- Three new tables – `user_characters`, `character_races`, and `character_classes`.

- Insert functionality for `user_characters`.

- Populating drop down list with both the available classes and races.

- Backend manipulation and propagation of data for the insert of characters.

- Required to be logged in to access.

- Associate user to the new character upon creation of character without the user having to enter their `web_user_id`.

- View functionality that will query the data base for the specific `user_characters` record specified on the table and show the results to the user.

- Drop down menu tabs will close when user clicks any other area on the screen.

Suggestion:

Devang Antala -Overall, the idea is good. An enhancement that I think would not be as difficult to implement would have a default/randomized character scheme that can be created so that the user doesn't have to specify the entire creation attributes themselves if they don't want to.

- This is an interesting idea and if I was making this for a video game I would probably implement this option. Though for this I will not be implanting this as a new feature.

Hyunseung Do – Great idea! I don't know how campaigns work but if there are pictures associated with the create character web page, then the users will be happy!

- That is a good idea and I would like to implement but not sure about time.

Matthew Hinkle – Good idea. A possible enhancement could be to change the appearance of the website (images, colors, etc.) depending on what attributes your character has

- That is a good idea and I would like to implement but not sure about time.