

# Campaign Manager

## Tutorial Proposal

The tutorial I purpose is to add 3 more tables to my database and create pages that the user, if logged in can view and create a character. These tables will be a character table that is associated with the User table, a Classes table which will link to a drop down list for the Create character web page, and the race table that will be associated will link to a drop down list for that Create Character web page.

I also will develop and implement a more stream lined drop down menu that allows for dynamic use in the nav bar.

Possible issues for me will be how to create and populate the drop down object with the available races and classes. Will want to create a page that they can edit their character information from updating the character record with the new information.

### 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.