

## Press F to Pay Respects

### Part 3: Team Write Up

**Overview:** Our application is meant to be an easy way for people to get started with D&D (5e), specifically to create a character, and not be completely overwhelmed by the amount of weird naming conventions and lookups involved in creation. It allows people to enter character info on a more streamlined UI that provides easy links to what things mean on the wiki (or possibly a tooltip). It also, by default, constrains user input to allowable combinations according to the official rulebook.

Since we need to import all of the information anyways, we also are including a wiki with many (relevant) descriptions of items, rules, spells, and the like. It will also (eventually) have a way for character sheets to be saved and shared as well as to view /create guides for character builds. Since the first write-up, it is clear we may want to change the guide aspect from a tooltip overlay type thing to just text colors and info in a sidebar.

**Team Members:** Alan Ruiz Castro, Connor Wong, Nicole Morales, Niko Giraud, and Manuel Moquete

**GitHub Repository:** <https://github.com/nicmorales/CS326F>

**Design Overview:** A brief design overview of your data model as implemented in Django, the important URL routes, and the implemented UI views

Data model is way too extensive to even touch on here, but

Some views were not implemented fully because a lot of it relies on (extensive) data input that we haven't gotten around to putting in / do not want to put in until things are more finalized with the models as we integrate with users and/or guides.

**Problems/Successes:** Discord is definitely extremely helpful for coordinating and contacting team members. That being said, there is a lot of communication going on, so a lot of information gets lost in it if things aren't pinned, so it would probably be a good idea to pin things more often and/or use the relevant text channels so that relevant information can be more easily found when needed and so people are more likely to see important notes.

It would also be a good idea, of course, to get started earlier like Tim said to, especially in a college group project where dependencies might matter and schedules are likely to not line up.

The GitHub repository folder structure is definitely an area that needs improvement, files disappeared, there were multiple copies of things, structure didn't make sense, it was ugly. Luckily, it was cleaned up but such problems should be avoided in the future and people should be more cautious about what they push to master and maybe communicate more visibly about it if intended. Gitignore was helpful in keeping the structure cleaner though!

**NOTE: This has a 1-page limit. Be brief, but be concise. Use the space wisely.**

#### **Part 4: Individual Write Up**

Each team member must submit one or two written paragraphs attached to the team writeup that describes exactly what you did as an individual and the percentage of work you contributed to the project as a whole.

By including your write up in the overall team writeup it makes it clear that the team as whole has signed off on your contributions.

**It doesn't help you to exaggerate your contributions. If we find that you were not honest in this section it falls under academic dishonesty. So, it is in your best interest to be honest. This is a team-based course which means you are evaluated on your contribution to your team and the semester project.**

#### **Alan Ruiz-Castro:**

I made the mockups for the user page containing their characters as well as the character page(with connor). I've implemented a variety of javascript functions to make the page more usable such as auto filling in character stats and making a pop up to add double proficiencies. I then laid out the database that nico then implemented.

Percentage of Work contributed: ~25%

#### **Connor Wong:**

I have created the wiki mockup pages and simple character sheet mockup page and templates for at least sixish types of wiki pages so far as well as the templates for the base generic template and translated the home page into a template format. I have also worked on the manual character sheet mockups for the project (with alan).

Percentage of Work contributed: ~25%

#### **Nicole Morales:**

I did most of the group writeups, VERY minor corrections and edits in code/htmls (like adding template variables), kinda coordinated some things and helped with reminders occasionally, not much other than organizational/communication. I am really slacking, turns out 4 CS classes was a bad idea - medical issues are bad but do not truly excuse my poor planning and low code contributions/actual work contribution is.

Percent kinda depends how heavily one weighs coordination/nagging, likely closer to 5%.

Percentage of Work contributed: ~5 - 10%

#### **Niko Giraud:**

I implemented the data models based on the model diagram that was created by Alan. Additionally, I configured the admin site. I feel like I did an equal part of the work to my teammates.

Percentage of Work contributed: ~20%

#### **Manuel Moquete:**

Got project started set up, as well reorganized to keep git tighty. Got templates, static folder set up including making files; global\_styles.css, base\_generic.html, home.html, and simple.html. Note about simple.html: the data that is supposed to go here is based on user data, and were not there yet. I feel like I did my fair share of work.

Percentage of Work contributed: ~20%