# 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, constraints 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:** Things are changed in a pretty self explanatory way, most of the fields are labeled, Basically the same as project 1 but with stuff filled in.

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:**  We had quite a bit of trouble with the complexity of our data model, for obvious reasons -it's horribly complex - but are doing pretty well considering.  Big model means there are more inevitable mistakes that need fixing or to be cleared up with other teammates and it's difficult getting everyone on the same page constantly.

Challenges we are currently having with our app is parsing and editing data live for the users in out character creation page. In other words, we want to be able to pull data from the database, and modify ir or apply filters in real time. We are also in the process of figuring out what the "extra" part of our project will be, we just need to sit down and brainstorm.

**Team Choice:** Tooltip/guided stuff for people to click and get clearer descriptions of stuff on page without having to navigate to a new site w/ bootstrap modals and other stuff tbd.

## Part 4: Individual Write Up

**Alan Ruiz-Castro:**
Some model tuning with Niko, mostly just answering questions on Discord though, not much particular to project 3.
Percentage of Work contributed: ~5%

**Connor Wong:**
Working on/researching templates and stuff but not much particular to project 3.
Percentage of Work contributed: ~5%

**Nicole Morales:**
Did the custom armor form, fixed some related issues, did some work on writeup, occasional reminders
Percentage of Work contributed:  ~20%

**Niko Giraud:**
Ongoing and endless model fixing, kept people on track with reminders and stuff, not much specific to project 3.
Percentage of Work contributed: ~20%

**Manuel Moquete:**
Created Login, and Logout functionality to web app. With these implemented I redesigned the navigator in our web app to reflect information when the user is logged in, and also give the user access to their a profile page if they are logged in (or restrict access if they are not logged out) ie gave the logged in user a tailored rendered view. I feel like I did my fair share of work for this project submission. Cleaned up repo, it was a mess and wrote a portion of this document.
Percentage of Work contributed: ~40%