



System UML Class Diagram

Wealth

copper:integer
silver:integer
electrum:integer
gold:integer
platinum:integer

AlliesOrganization

name:string
description:string
symbolDnD:string

Skill

name:string
modifier:integer
is_proficient:boolean
ability:string

AbilityScore

name:string
score:integer
modifier:integer

SavingThrows

name:string
modifier:integer
is_proficient:boolean

AttackWeapon

name:string
attack_bonus:integer
damage:string
typeDnD:string
cost:integer
unit:string

Equipment

name:string
weight:integer
quantity:integer
cost:integer
unit:string

User

user_name:string
email:string
password_digest:string

ArmorShield

name:string
disadvantage:string
cost:integer
unit:string

Game

name:string
map:string
game_history:string
game_password:string

GameInvitation

game_password:string

SpellCasting

<still to be defined>

PlayerCharacter

```
name:string
classDnD:string
level:int
background:string
race:string
alignment:string
experrience_points: integer
inspiration:string
proficiency_bonus:integer
armor_class:integer
initiative:integer
speed:integer
current_hit_points:integer
max_hit_points:integer
temporary_hit_points:integer
total_hit_dice:string
hit_dice:string
death_save_successess:integer
death_save_failures:integer
personality_traits:string
ideals:string
bonds:string
flaws:string
attack_description:string
passive_wisdom:string
other_proficiencies_languages:string
max_equipment_carry_capacity:integer
current_equipment_carry_capacity:integer
features_traits:string
age:int
height:integer
eyes:string
weight:integer
skin:string
hair:string
character_appearance:string
character_backstory:string
additional_features_traits:string
treasure:string
spell_casting_ability:string
spell_save_dc:string
spell_attack_bonus:string
is_available:boolean
```