User Stories

* [C] Have a search bar that you can filter easily
  + [E] As a user I want the ability to filter the database.
    - [U] As a user I want a modern, easy to navigate, home page.
      * [T] Create an ASP dot MVC project.
      * [T] Create a nav-bar to important features including drop downs.
      * [T] Create a logo.
      * [T] Text that explains what the website is for.
      * [T] Nav Bar should always have the option to come back to this point.
    - [U] As a user I want a nice page that is easy to navigate to search the database.
      * [T] Create a database.
      * [T] Create a nice page that has a search bar.
      * [T] Create a seed for the database the includes Spells, feats, and monsters.
      * [T] Use API to make the database less huge possibly?
    - [U] As a user I want to be able to easily define the parameters of my search.
      * [T] Create parameter drop downs that will allow us to define what they are searching for.
      * [T] Make a navbar for the page that goes back to the home page.
      * [T] Make sure database can apply to those parameters.
    - [U] As a user I want to be able to easily access both monsters and spells on the same page.
      * [T] Make a drop down to switch between monsters and spells.
    - [U] As a user I want to be able to sort the filtered results.
      * [T] Sort the list before printing it to the page.
    - [U] As a user I want the filters to be below the search bar in a nice drop down so I can see how I can filter it.
      * [T] Use CSS and Html to organize the page.
      * [T] Make sure that the drop downs don’t cover up important information.
  + [E] As a user I want to search the database.
    - [U] As a user I want to be able to search the database for monsters and spells.
      * [T] Create a search bar that has access to the monster table and the spells table (or use the api).
    - [U] As a user I would like to be able to get recommended searches from what I have already typed.
      * [T] Use ajax to show the possible search results from what they have already typed.
      * [T] Allow the possible search results to be clicked and bring up those stats.
    - [U] As a user I want to have a search bar to do this in with a button to confirm my search.
      * [T] Create a physical button to press that will start the search action.
      * [T] Clear the search bar when the button is clicked.
* [C] The ability to have the website keep track of and change all character’s and monster hit points, amor classes and initiative scores.
  + [E] As a user I want to be able to have a list of my characters.
    - [U] As a user I need important character information displayed.
      * [T] Use ajax to display important information in organized boxes.
      * [T] Character information should be displayed on the left-hand side of the screen.
    - [U] As a user I need to be able to modify that information without reloading the page.
      * [T] Allow hit points, amor class, and initiative to be modified by user at any point.
      * [T] Allow the character information to be modified by using ajax.
    - [U] As a user I need to be able to save the information for other sessions.
      * [T] Link their account to the players, monsters and maps.
      * [T] Create a save button to update or create them.
      * [T] Remove dead monsters from the save
      * [T] Save everything under a name.
      * [T] Create a page where they can select a game to load.
    - [U] As a user I need I need it to track how many spells my characters and monsters have left.
      * [T] Create 9 buttons, long rest button and short rest button
      * [T] When clicked the button should decrement.
      * [T] When the long rest button is clicked it should reset their spells for their appropriate levels and class.
      * [T] If the class gains doesn’t gain spell slots for a short rest the button should be hidden.
      * [T] If the class does gain spell slots the appropriate number of slots should be displayed.
  + [E] As a user I want the list of my characters to be sorted by initiative.
    - [U] Make a player model.
    - [U] As a user I need to it sorted without reloading the page.
      * [T] Put characters in a list to that is sorted highest to lowest.
      * [T] Modified stats should remain modified during the sort.
  + [E] As a user I want to be able to search for monsters to add to the initiative line up.
    - [U] As a user I want to be able to add and remove monsters from the line up and have it automatically roll initiative and health.
      * [T] Create a dice roll generator.
      * [T] When adding monsters, it should either take there suggested health or it should roll its health as described by the monsters stat sheet.
    - [U] As a user I want be able to add monsters to the line up without reloading the page or losing any information I’ve input.
      * [T] Use ajax so reloading the page isn’t needed
      * [T] Create an add button that brings up the search bar for monsters.
      * [T] When a monster is selected it should enter the line up by initiative in the correct spot.
    - [U] As a user I want the monster to be removed if its hit points >= 0
      * [T] Use ajax to check the health every time it changes.
      * [T] Modify the list to not include that monster.
      * [T] This should not apply to players.
* [C] The website should have world, town, cave and dungeon map generation.
  + [E] As a user I want to be able to generate a town.
    - [U] As a user I want to be able to generate a tile-based town.
    - [U] As a user I want the town should have shops with items and cost.
    - [U] As a user I want the town to have NPC names and races generated.
  + [E] As a user I want to be able to generate a cave.
    - [U] As a user I want a tile-based cave.
    - [U] As a user I want monster options to be available for me to search to put in the cave.
    - [U] As a user I want to be able to modify the map to put the monster on the map.
    - [U] As a user I want to be able to generate traps that are suitable for my parties’ level.
  + [E] As a user I want to be able to generate a dungeon.
    - [U] As a user I want a tile-based dungeon.
    - [U] As a user I want to dictate the size of the dungeon (Small, medium, large)
    - [U] As a user I want to be able to generate encounters or put them in myself.
    - [U] As a user I want to be able to include or not include traps in the dungeon.
  + [E] As a user I want to be able to generate a world map.
    - [U] As a user I want to be able to generate world maps that I can zoom in on without reloading the map.
    - [U] As a user I want kingdoms, leaders, and terrain features to be defined.