1 – DND Web Application

* 1. – User Management
     1. – CRUD Operations
     2. – Email
     3. – Password / Security Requirements
     4. – User Info
     5. – Error Handling and Validation
  2. – Character Management
     1. – CRUD Operations
     2. – Character Creation Wizard
     3. – Character Class / Race / Background
     4. – Character Image / Avatar
     5. – Character Stats / Personality / Name
     6. – Character Inventory
     7. – Character Description (Nice to have)
     8. – Character Journal (Nice to have)
     9. – Error Handling and Validation
  3. – Game Flow Logic
     1. – Automatic Calculation
        1. – HP Manipulation
           1. – Resistances / Vulnerabilities / Immunities
           2. – Healing
           3. – Damage Taken
           4. – Death Saves
        2. – Attacking Calculations
           1. – Attribute Effects
           2. – Weapon Effects
           3. – Race / Feat Effects
        3. – Rolling Initiative
        4. – Defense Calculations
           1. – Armor Class
     2. – Special Effects
        1. – Advantage/Disadvantage Handling
        2. – Inspirations
     3. – Componentization / Customization
        1. – Creating Custom Components
        2. – Replacing
        3. – Deploying (Marketplace)
        4. – Pulling (Marketplace)
     4. – Error Handling and Validation
  4. – Same Room Connection (Client – Server)
     1. – Host Setup (Jackbox-like)
     2. – Guest Join
     3. – Host Shutdown
     4. – Guest Disconnect
  5. – Bilingual Support / Internationalization
  6. – Integration
     1. – Concept
     2. – Design
        1. – Browser Support
        2. – Desktop and Mobile Support
     3. – Assembly
        1. – Containerization
        2. – Marketplace
     4. – Testing
        1. – Unit Test
        2. – Integration Test
        3. – Customer Test
  7. – Project Management