Ro Sham Bo:
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3.5.16

Online DnD

Virtual board for Dungeons and Dragons v3.5 with ease of use valued over customization.
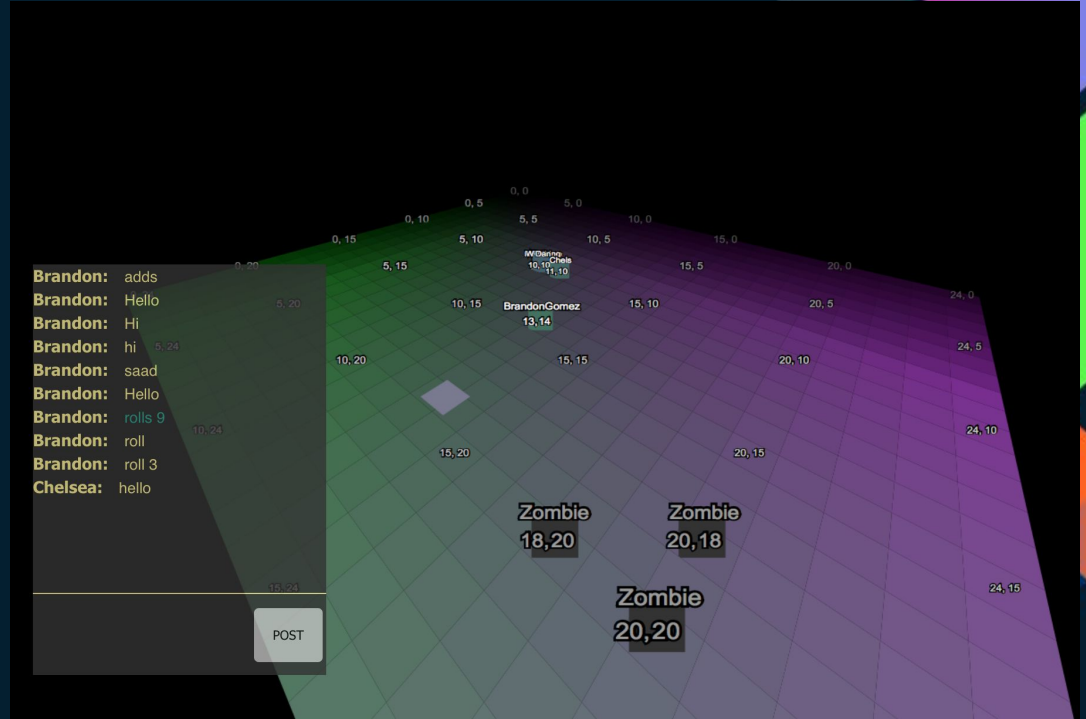
RO SHAM BO

Goals

We set out to achieve:

- Chatroom
- Playable grid area
- Character sheets and skills
- Rules reference

Have Achieved

- Chatroom with commands
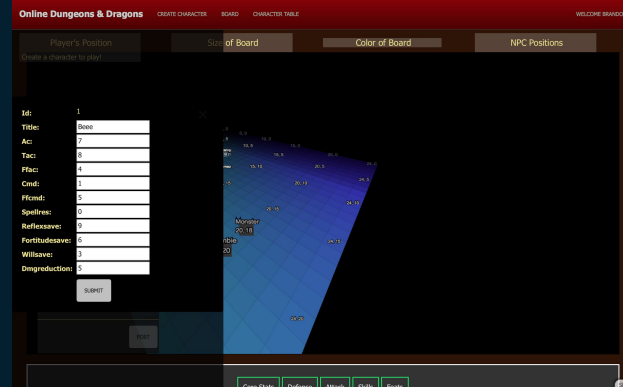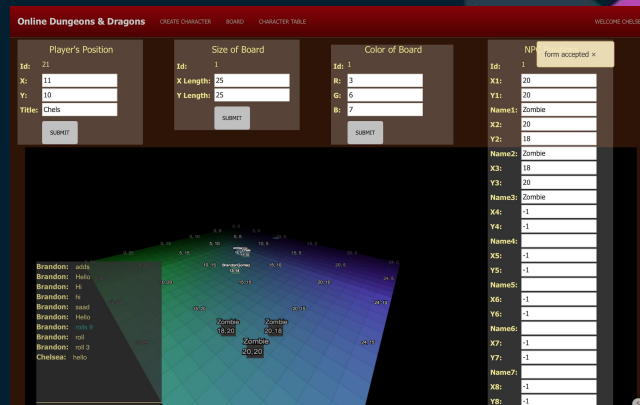- Customizable grid area
- Character sheets

Dungeon Master & Player Interactions

Dungeon Master Can:

- Alter the board size and color gradient
- Create NPCs & move them

Player Can Only:

- Move their character
- Customize their character & skills sheet
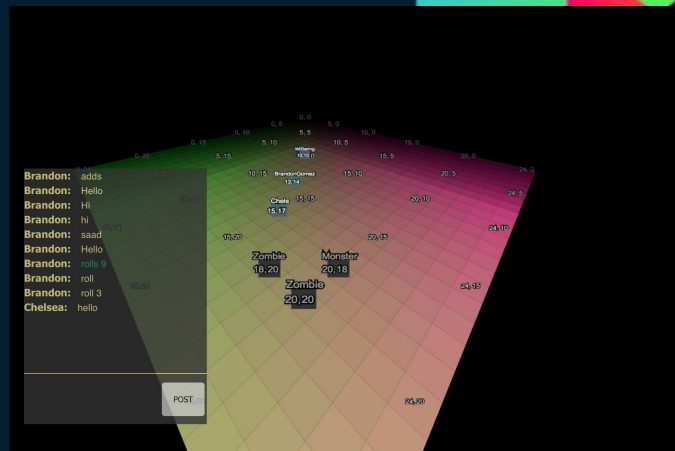- Communicate with the other players

Biggest Challenges & Accomplishments

Challenges

- Trying to send each other update code using a packed item
- We underestimated some user stories
- Trying to look for references on the Internet

Accomplishments

- Server-client communication
- Javascript ⇔ python

Technologies We Used

Project Management Techniques Used

Things We Enjoyed & Didn't Enjoy

Enjoyed:

- Understanding the web development process
- Experiencing full-stack web development
- Server-client communication

Did not Enjoy:

- Troubleshooting git and merging of code

Lessons Learned

What worked/what you will keep doing

- Setting up a slack in the beginning
- Breaking down task to smaller sub tasks
- Gained the ability to estimate time it takes for work
- SCRUM process
- Necessity to keep code current

Thank You!