

Dungeons and Dragons Character Builder

User Manual

Reaching the API:

1. The process of the user reaching the API and therefore the database starts with the user launching the program.
2. The user will then have a screen that prompts them to input their login info, or the option to create a new account.
3. Then the user will be prompt to create a new account or to log in to their previously recorded information.
4. If the user inputs new information, they will be given the chance to generate a token to secure their login for a period of time, otherwise, they will have to choose the login option and input their data there.
5. The API will approve them and connect them to the database, they will then be prompted to create a new character or view their previously created characters.

Character Creation:

1. The character creation process will start with the user reaching out to the API, after receiving approval you will be taken to an introduction screen.
2. You will be given options to load a previous character or create a new one, currently, you are only able to create a new character or view your old character, not edit a previously created character, there is also a character-building overview, which will generally highlight the process for the user.
3. After selecting to create a character you will be taken to a screen prompting you to input your character's name, and general information such as the background, the next button will take you to the next screen. The user can hit previous at any point to return to a prior screen.

4. The character's race will be selected here, information about the character's race choice will show up explaining a brief bit about the option the user has selected, the next button will take you to the next screen.
5. The next section is the character's class choice, this will explain what the class is and what mechanics they have, each option will display information for that class on the center of the screen, the next button will take you to the next screen.
6. The ability score can be input by the user or randomly generated by pressing the center button, which will be useful in future sections of creation, the next button will take you to the next screen.
7. The user will then be taken to the skills page, displaying a variety of options, each affected by the user's ability score, the next button will take you to the next screen.
8. The user will then be taken to a page that displays; bonds, flaws, and ideals, which are options for roleplaying for the user after they finish their character sheet, the next button will take you to the next screen.
9. The user will then be taken to a finalization page, that will highlight the user's choices and will display the stats for final review, the next button will complete the character creation and back to the first page, where the user can choose to view their character sheet.