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| D&D Character Builder  PROJECT CHARTER | ABSTRACT  The character builder is a tool intended to help new players learn Dungeons and Dragons. The project intends to create software that can be used by all players of Dungeons and Dragons to create a character, display the players completed character sheet, and do this in a fashion that is more enjoyable than simply picking options from the player handbook.  Franklin, Ryan, Tyler, Stephen |

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# Project Summary

The intention of this project is the creation of a tool to be used by new and experienced players to create characters in an interactive, explanatory, and decision based fashion. This program will generate a blank character sheet for the user, which can be taken to a player’s first few games to help them understand Dungeons and Dragons character building options. There is no other product that functions in this manner that aids new players in the process of building characters. Some other character builders function more like a template rather than a true building process that goes step by step in aiding a person creating a character.

# Team

|  |  |
| --- | --- |
| NAME | ROLE (TEAM LEADER, PROGRAMMER, DESIGNER, ETC) |
| Franklin Schneider | Programmer |
| Ryan Tyniec | Team Leader, Programmer |
| Stephen Galvin | Designer, Programmer |
| Tyler Dagge | Designer, Programmer |

# Scope

The project intends to create software that can be used by all players of Dungeons and Dragons to create a character, display the players completed character sheet, and do this in a fashion that is more enjoyable than simply picking options from the player handbook. This includes the process of outputting a completed character sheet for the user to have for their next session of Dungeons and Dragons.

## Goals and Objectives

* Create a program intended to help new players to Dungeons and Dragons.
* Create an efficient and useful program for new players to build characters.
* Create a desktop based application that can be accessed by windows users.
* Create a method to display the character sheet for the user.
* Allowing modification of characters sheets post creation.
* Create storage file for the player to move their character file between computers.

## Deliverables

* A functional program, accessible for users to install on their personal computer.
* Using C# and SQLite database file to handle this process.
* Managed file containing the complete information of options in character building.

## Stakeholders

|  |  |
| --- | --- |
| **Role** | **Interest/Impact** |
| User | They want to use the product to create characters. |
| Software Developers | They want to develop the product to meet all the requirements of the class. |

## Out - of - Scope

* Printing of character sheets.
* Expanding this service to an online source.
* Information not found inside the Player’s Handbook.
* Options that are specific to an individual's “Homebrewed” rules, this project will only feature basic rules and effects.

## Risks, Constraints, Assumptions

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| --- | --- |
| **Risk/Constraint/Assumption Title** | **Explanation** |
| Time Constraint | Not being able to work on the project in a timely manner. |
| Efficiently Creating Characters | Making the process of building a character streamlined enough. |
| Guiding New Players | Creating an efficient way to guide users through player creation. |

# 

# Success Measurements

Having a working product, that can be used by users new to Dungeons and Dragons. A product that does not overwhelm new players with a complex user interface, but is still a useful tool for returning players. This tool should also be in a format that is accessible for most computer based users.

# Signatures

|  |  |  |
| --- | --- | --- |
| **Customer:** |  |  |
| **Name** | **Signature** | **Date** |
| User | *User* | 1/22/2020 |
|  |  |  |
| **Project Manager:** |  |  |
| **Name** | **Signature** | **Date** |
| Ryan Tyniec | *Ryan Tyniec* | 1/22/2020 |
|  |  |  |
| **Team Members:** |  |  |
| **Name** | **Signature** | **Date** |
| Tyler Dagge | *Tyler Dagge* | 1/22/2020 |
| Franklin Schneider | *Franklin Schneider* | 1/22/2020 |
| Stephen Galvin | *Stephen Galvin* | 1/22/2020 |

# Appendix A – Glossary

**Terms Found Within Charter:**

**Character Builder:** A tool intended to aid in the process of creating characters.

**Dungeons and Dragons:** Popular role-playing game that has been played for over four decades at this point, with millions of players each year.

**Player’s Handbook:** This is a guidebook for players to understand what selections they have/how to generally play the game.

**“HomeBrew”:** This is a term that applies to player’s of the game making up new rules not found in the base game. We felt that it would be out of scope for the project to allow users to input their own rules into the character builder.

**C# and SQlite:** These are coding language choices we as a team have decided will allow for the most efficient development of this project.

**Project Manager:** Ryan Tyniec

**TheProject Team*:*** Franklin Schneider, Stephen Galvin, Tyler Dagge