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**Project Proposal****Description of the project(s) and the final deliverables**

I want to create a tabletop role playing app that is compatible with different games. Such as DnD, Pathfinder, FFG Star Wars RPG, Call of Cthulhu, etc.

The app should be able to do character creation. Keep track of character health, experience points, and items. It would also have virtual dice. It will also keep track of three different games like if the user participates in different groups. If there is time I would Like it to work for a website as well.

**Project Milestones**

**User Interface (UI) Design**

* **Objective**: Create intuitive and user-friendly interfaces for character creation, game management, and gameplay features.
* **Tasks**:
  + Design wireframes and prototypes for key app screens (e.g., character sheet, game group management, dice roller).
  + Gather feedback from potential users
  + Finalize UI designs and create design specifications for development.

**Backend Development**

* **Objective**: Implement backend functionalities to support user accounts, game data storage, and interactions.
* **Tasks**:
  + Set up user authentication and authorization systems.
  + Design and implement database schemas for storing user profiles, character data, game sessions, and associated metadata.
  + Develop APIs or server-side logic for handling character creation, health tracking, experience points, item management, and game group management.
  + Integrate third-party APIs or libraries for virtual dice rolling functionality.

**Frontend Development**

* **Objective**: Build frontend components and interfaces based on UI designs.
* **Tasks**:
  + Develop responsive and interactive UI components using suitable frontend frameworks (e.g., React, Angular, Vue.js).
  + Implement client-side functionalities for character creation workflows, health and experience tracking, item management, and dice rolling.
  + Ensure compatibility across different devices and screen sizes.

**Integration and Testing**

* **Objective**: Integrate backend and frontend components, and conduct comprehensive testing.
* **Tasks**:
  + Perform unit testing for individual components and modules.
  + Conduct integration testing to ensure seamless interaction between frontend and backend systems.
  + Implement error handling and logging mechanisms.
  + Conduct user acceptance testing (UAT) with stakeholders or beta testers to validate app functionality and usability.

**Deployment and Launch**

* **Objective**: Prepare the app for deployment and release to users.
* **Tasks**:
  + Set up hosting environment (cloud server, platform as a service, etc.).
  + Configure continuous integration/continuous deployment (CI/CD) pipelines for automated builds and deployments.
  + Publish the app to relevant app stores (iOS App Store, Google Play Store) or make it available for download from your website.
  + Monitor app performance and user feedback post-launch.

**Post-launch Support and Maintenance**

* **Objective**: Provide ongoing support, maintenance, and updates to the app.
* **Tasks**:
  + Address user feedback and bug reports promptly.
  + Release updates and new features based on user requests and app performance analytics.
  + Monitor server performance, scalability, and security.
  + Plan for future enhancements and expansions based on user engagement and market trends.

**Skills/tools you expect you'll need to learn/develop to complete the project**

Kotlin/ flutter

**"risks" that you think might make the project difficult/impossible, other concerns**

I can see problems happening with trying to change platforms between android and apple. Also, If I go forward with implementing different accounts I can see a lot of problems happening with security.