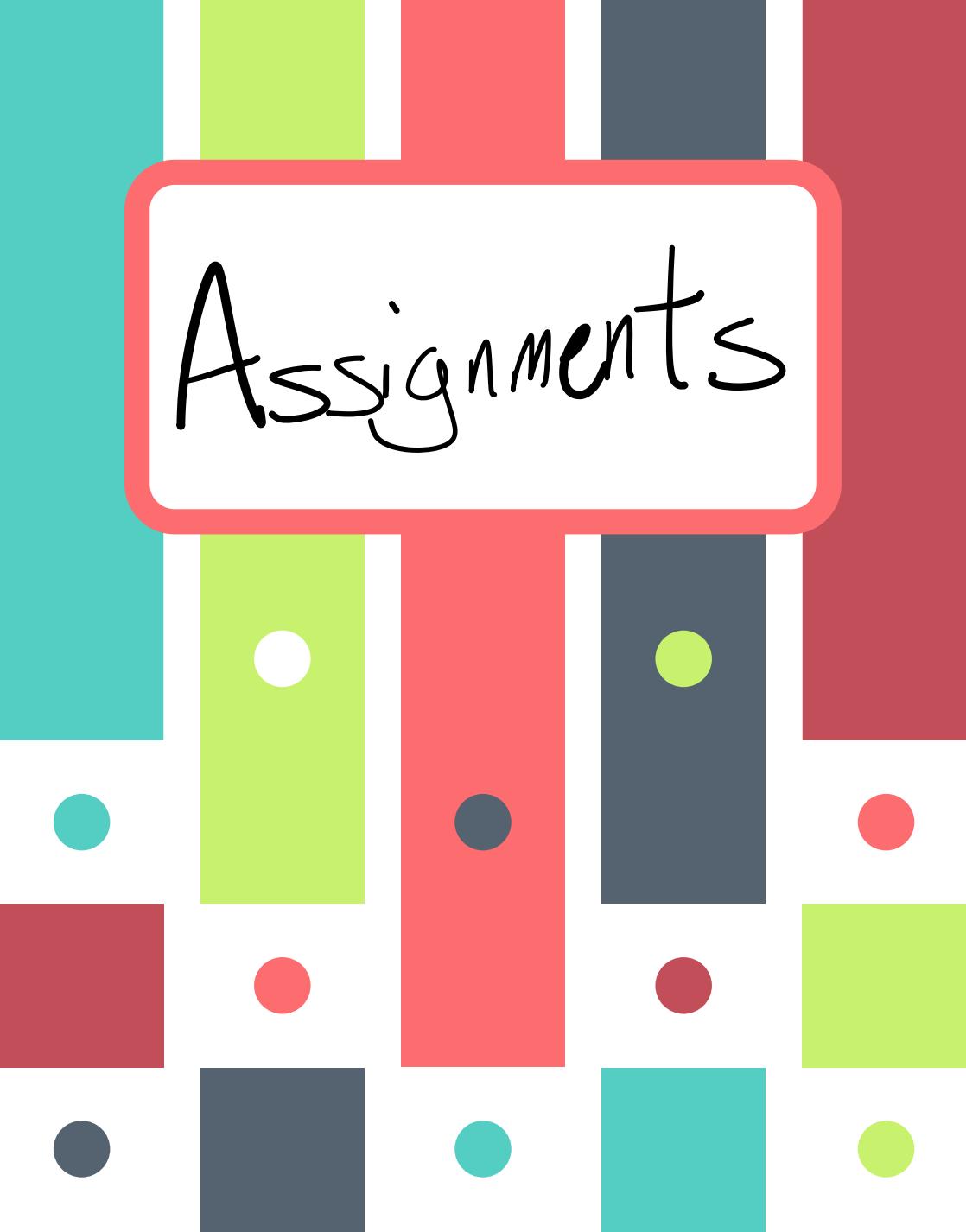


Assignments



Proposal Information

Problem:

Background description of the problem to be solved

Dungeons & Dragons has a very complicated character creation & leveling system

Describe how your project will function & provide a solution to the problem addressed

My program will calculate character statistics such as Strength, Dexterity, Constitution, Intelligence, Wisdom & Charisma + their modifiers Fortitude, Reflex, & Will + Modifiers, Armor Class, Race Traits, Feats & Skills

Store Character Name, Player Name, Class, level, ECL, Race, Size, Gender, Alignment, Religion, Height, Weight, Looks/Picture, Weapon Statistics, Speed, Initiative Modifier, Touch AC, Flat-fooled AC, Armor worn & shield carried, Possessions both on and not on person, Magic items Worn, Money, Languages,

Rage, Magic & Petal Well Be added later if I have spare time

Requirements: Specify at least 5 Requirements that describe the proj

- 1) Project must store data for above categories
- 2) Project must calculate dice rolls
- 3) Project will have a logically laid out UI
- 4) Project shall print out a usable character sheet
- 5) The project shall allow for multiple characters to be created & viewed

Schedule & Timeline

January 28 - Project has begun, type, character sheet, version & book have been selected

February 20 - week 5 - database has been created & populated

March 13th - UI has been created

April 4 & 5 - Most Functions are finished & added to UI

Time Estimate

database - 30 hrs

UI - 15 hrs

Functions - 30 hrs

Testing (throughout process) - 50 hrs

Total - 125 hours

Major components

Database

Web Service

Greatest Risk of Failure

Time constraints

Improper DB Planning

Needs to be in C# & SQL Server

**EXPERIENCE
POINTS**



GEAR

POSSESSIONS ON PERSON

ITEM

LOCATION

WEIGHT

POSSESSIONS NOT ON PERSON

ITEM

LOCATION

WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

HANDS (GLOVES OR GAUNTLETS)

EYES (EYE LENSES OR GOGGLES)

ARMS/WRISTS (BRACERS OR BRACELETS)

NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)

BODY (ROBE OR SUIT OF ARMOR)

SHOULDERS (CLOAK, CAPE, OR MANTLE)

TORSO (VEST, VESTMENT, OR SHIRT)

RING #1

WAIST (BELT OR GIRDLE)

RING #?

FEET (BOOTS, SHOES, OR SLIPPERS)

MONEY

CAPACITY

LIGHT
LOAD: _____

MEDIUM
LOAD: _____

CAMPAIGN _____

SKILLS

CS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ♦	INT		=	+	+
<input type="checkbox"/>	AUTOHYPNOSIS	WIS		=	+	+
<input type="checkbox"/>	BALANCE*♦	DEX		=	+	+
<input type="checkbox"/>	BLUFF ♦	CHA		=	+	+
<input type="checkbox"/>	CLIMB*♦	STR		=	+	+
<input type="checkbox"/>	CONCENTRATION ♦	CON		=	+	+
<input type="checkbox"/>	CRAFT ()♦	INT		=	+	+
<input type="checkbox"/>	CRAFT ()♦	INT		=	+	+
<input type="checkbox"/>	CRAFT ()♦	INT		=	+	+
<input type="checkbox"/>	DECIPHER SCRIPT	INT		=	+	+
<input type="checkbox"/>	DIPLOMACY ♦	CHA		=	+	+
<input type="checkbox"/>	DISABLE DEVICE	INT		=	+	+
<input type="checkbox"/>	DISGUISE ♦	CHA		=	+	+
<input type="checkbox"/>	ESCAPE ARTIST*♦	DEX		=	+	+
<input type="checkbox"/>	FORGERY ♦	INT		=	+	+
<input type="checkbox"/>	GATHER INFORMATION ♦	CHA		=	+	+
<input type="checkbox"/>	HANDLE ANIMAL	CHA		=	+	+
<input type="checkbox"/>	HEAL ♦	WIS		=	+	+
<input type="checkbox"/>	HIDE*♦	DEX		=	+	+
<input type="checkbox"/>	INTIMIDATE ♦	CHA		=	+	+
<input type="checkbox"/>	JUMP*♦	STR		=	+	+
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (ARCH/ENG)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (NOBILITY/ROYALTY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input type="checkbox"/>	LISTEN ♦	WIS		=	+	+
<input type="checkbox"/>	MOVE SILENTLY*♦	DEX		=	+	+
<input type="checkbox"/>	OPEN LOCK	DEX		=	+	+
<input type="checkbox"/>	PERFORM (ACT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (COMEDY) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (DANCE) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (ORATORY) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (SING) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM ()♦	CHA		=	+	+
<input type="checkbox"/>	PROFESSION ()	WIS		=	+	+
<input type="checkbox"/>	PROFESSION ()	WIS		=	+	+
<input type="checkbox"/>	PSICRAFT	INT		=	+	+
<input type="checkbox"/>	RIDE ♦	DEX		=	+	+
<input type="checkbox"/>	SEARCH ♦	INT		=	+	+
<input type="checkbox"/>	SENSE MOTIVE ♦	WIS		=	+	+
<input type="checkbox"/>	SLEIGHT OF HAND*	DEX		=	+	+
<input type="checkbox"/>	SPELLCRAFT	INT		=	+	+
<input type="checkbox"/>	SPOT ♦	WIS		=	+	+
<input type="checkbox"/>	SURVIVAL ♦	WIS		=	+	+
<input type="checkbox"/>	SWIM*♦	STR		=	+	+
<input type="checkbox"/>	TUMBLE*	DEX		=	+	+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE ROPE ♦	DEX		=	+	+

Skills in italics are psionics-related.

Mark this box with an X if the skill is a class skill for the character.

♦ Denotes a skill that can be used untrained.

* Armor check penalty, if any, applies. (Double penalty for Swim.)



RACIAL TRAITS/CLASS FEATURES



FEATS



LANGUAGES

Initial languages = Common + automatic languages + Int bonus



SKILL SYNERGIES

5+ RANKS IN ...

GIVES A +2 BONUS ON ...

Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

Character(CharID, CharName, PlayerName, Class, Race, Level, ECL, Size, Gender, Alignment, Religion, Height, Weight, Description, Photo, Touch AC, Flat-Footed AC, Hit Points, Experience points, Light Carry, Med Carry, Heavy Carry, Money)

Abilities(ID, Base, Enhancement, Misc Bonus, Misc Penalties, Modifier)

Armor / Shield(AID, Max Dex, Check Penalty, Weight)

Gear(ItemID, Item, Location, Weight, OnPerson)

Magic Items: (ItemID, Place, Item, Description)

Skills(ID, SkillName, Key Ability, Skill Modifiers, Ranks, Ability Modifiers, Misc Modifiers)

Racial Traits(ID, Trait)

Feats(ID, Feat)

Languages(Common, Automatic, Int Bonus)

Skill Synergies(ID, Rank, Description, Bonuses)

All tables include Character ID

Progress

have database created
no foreign tables created yet

Problems

My Software is having config problems

deleting my DB

had to remake the database twice

Solution: create queries @ home & bring them to school

New Timeline

by Friday: finish creating Database

Wednesday: finished with UI

3-21: get basic character stuff done (charname, Frame, etc.)

May 13 - Most functions complete

btms

Attacks

Skills

Gear

Feats