SETUP

1. Open the file named “FinalProjectSetupCMT”

2. Open the file named “Setup.exe” This will install the program and put a link to it in your programs folder.

3. Open the programs folder and search for “CharacterCreator” Opening this will bring up the main screen.

MY CODE

I believe I may have fixed the issue with my code, by referencing the database through a process instead of accessing it directly.

CITES

The original code for the DiceRoller function was created by Marty Fitzgerald. It is located in the Program.cs file in my solution. There is a comment in the function where his code is. I also have a separate function that was modified from his original code. This is also commented on in the code.

RUNNING THE PROGRAM

1. CREATE A CHARACTER

A. Click on the “Create a Character” button

B. Enter your information into the available text boxes

\*The “Back to Main” menu button will take you back to the home screen

\*The “Load a Character” button will take you to the character selection screen

C. Click the “Roll Base Stats button. At this point, it is the only button you can click.

D. Click the “Roll” button. This will put your base stat numbers in labels on the left column.

E. Drag the numbers into your desired text boxes.

F. Click “Save Base” this will save your chosen base statistics and bring you back to the “Create a Character” menu

F. Click the “Save” button next to the “Roll Base Stats” button. This will save your characters basic stats in the system and allow you to choose your skills, attacks, gear, and feats.

ATTACKS, SKILLS, GEAR AND FEATS

These forms allow you to add, edit, and delete your items, attacks, skills and feats, which are determined by your race, level and campaign rules. To change anything in the fields, simply click on the box and edit. Your character ID is near the bottom if it was not automatically entered in the box.

2.LOAD AN EXISTING CHARACTER

A. Click the button labeled “Load an Existing Character” off of the main menu, or navigate to it by the menu strip button marked “Load a Character”.

B. Select a Character from the DropDown Menu and Press the “Select” Button

\* “Back to Main” will return you to the main menu

\*Create a New Character will take you directly to the character creation menu

C. The Character Editor should appear. Use the columns to edit your characters basic statistics from this menu, or choose one of the buttons along the bottom to edit your gear, feats, attacks, and skills. See the ATTACKS, SKILLS, GEAR AND FEATS Section for information on those forms.

\* The “Select Another Character” will take you back to the character selection menu.

\* All information in grid boxes are saved automatically.