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Software Project I

Project Proposal: Dungeons and Dragons 3.5e Character Manager

Priority Implementation:

A – Top priority, will be initial focus of the project, feature complete by the end of the semester

B – Features will be implemented, although details can shift/cut depending on time and scope

C – Low priority, non-critical features or simple features that don’t add much to the project

Stretch Goals: Major features that will only be focused on if A and B features are complete. This greatly expands the scope of the project. If stretch goals are initiated, they will be broken down into further detail.

Character Sheet (Priority A)

* Automate character stats based on
  + Level
  + Classes
  + Ability Scores
  + Item Bonuses
  + Temporary buffs/debufs during combat
* Initiative Tracking
  + Tracks initiative based on class, ability score, misc
* Saving Throws
  + Automate based on
    - Level + Class + Ability Score + Item Bonus + Temp Buffs
* Weapon Tracking (Priority A)
  + Track weapon damage
  + Automate damage bonuses from buffs, skills, feats
* Skill Tracking (Priority A)
  + Automate skill point gained per level
    - Based on race, level, feats
  + Automate points needed per skill level up
    - Based on class
  + Track trained/untrained skill uses
  + Automate bonuses based on feats, races, classes

UI for Dice Rolling (Priority A)

* Stats, combat, DC

Inventory Sheet (Priority B)

* Add, Edit, Remove items in inventory
  + Weight, Cost, Amount, Location on body
* Add items to specific containers on body
  + IE: Item on belt, back, vest etc.

Spell Book / Spell Tracking (Priority B)

* Organize prepared spells
  + Display their effects, damage, DC to Resist
  + Class spell book lookups
  + Daily Spell List (Prepaired Spells)

NPC/Quest Notebook (Priority B/C) [**REDUNDEN/OUT OF SCOPE]**

* Organize and keep track of NPC’s player encounters
  + Names, organization, question line, notes
* Location organizer
  + Organize location names, NPC locations,
* Quest Book
  + Track quests, progress, locations, goals, hints

Crafting Automation (Priority B)

* Craft checks DC automated based on skill/item
* Output costs, length of time, materials

**Stretch Goals:**

Combat Map

* Combat map where friends/enemies can be dropped in with HP/Stats
* Configure types of environment with varying combat effects
  + Movement speed, line of sight
* Spell AOE Tracking
  + Different Spell Effects have different shapes
* Track character movement distance
  + Based on character stats, track max movement per turn
  + Based on environment + stats/equipment

Mount/Familiar Tracking

* Track Mount/Familiar Stats

DM Mode

* Special mode for a DM
* Tracks character sheets
* Encounter Organizer
  + Monster List / Creation
  + Initiative Automation / Auto Roll / Auto Order