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Initial Requirements

User Requirements:

* Graphics:
  + When the user opens the software, they should be prompted with a visually appealing main menu, containing a background image, Header Title, and several buttons associated with the several options available for the user. (Create Character / Monster, Select Character / Monster).
* Monsters:
  + Users should be able to create their own monster, containing a name, race, class, weapon type, ability scores (HP, Dexterity, Constitution, Wisdom, Charisma, Intelligence), challenge rating, monster type, and size.
* Armor:
  + Different sets of armor will be available to each character/monster and will effect specific stats on the wearer. Different types will include medium, heavy, or light. Armor sets have their own name, and requirements to be able to equip them.

System Requirements:

* User Interface:
  + The program will open with a single JFrame, and will consist of several JPanels. Each different screen (Main menu, character selection screen, character creation screen, fighting arena, monster selection screen, and monster creation screen) will be instances of their own JPanel. Each screen, except for the fighting arena, should have an available ‘back’ button, which takes the user to the previous screen.
* Abstract Monster:
  + An abstract monster will contain several variables, which will pertain to all monsters as follows: AC, Hp, Str, Dex, Con, Wis, Cha, Intel, Challenge Rating, Proficiency Bonus, Bonus Action, Free Action, ArrayList<Weapon>, numHands, has advantage, and Size.
  + There should be getters() and setters() for each variable, and other methods shall include, ones allowing the monster to attack, perform a bonus action, perform a reaction, dodge, and disengage.
* Abstract Armor:
  + The abstract armor class will contain the basic layout for an armor set. It will have a name, armor type (medium, heavy, light) which will be made with Enums, and a strength requirement integer to test if a character/monster has the right strength to equip the armor.
  + In order to have many sets of armor in our software, we will be reading a text-file to import all the armor sets.