

Zachary Giuricich

Design Narrative

Group 15

As the concept of the project is a campaign and character manager for Dungeons and Dragons, the primary focus has become keeping track of as much information as possible, specifically in the context of each character, NPC, creature, what they can do, and what they own. Along these lines, it keeps track of which users own and control which characters, each item those characters has, and each ability it can use, as well as information on each character's statistics and descriptions. It also manages which campaigns the character belongs to. The system will have tracking for each spell, ability, item, and creature which can be accessed and related to (owned) by the characters, as well as simply looked up for information about them. This is specifically useful for creatures when tailoring combat encounters and determining rewards. Due to the inherently customizable nature of the game, it is important to not have many restrictions on what can or cannot happen as most of that will be determined on a case by case basis.

I have elected to consider NPCs as characters rather than their own entities for the sake of keeping track of them. They will almost always follow the same design as an actual character and anything particular about them will be taken away rather than added to the base, allowing for easy management through the same entity.

The design may require tweaking in the relationship of armor and weapons to items. In an object oriented manner, weapons and armor will both be subclasses of items but given their unique properties, I have decided to list them as their own entities for now. Due to the level of similarity between them, I may simply change these to be additional, nullable fields in the items entity.

Finally, for readability, I have decided to separate the relationship diagram from the entities themselves and have each entity be it's own individual diagram. I felt that having it all in one place made it unreadable and confusing while this is far more clear.