

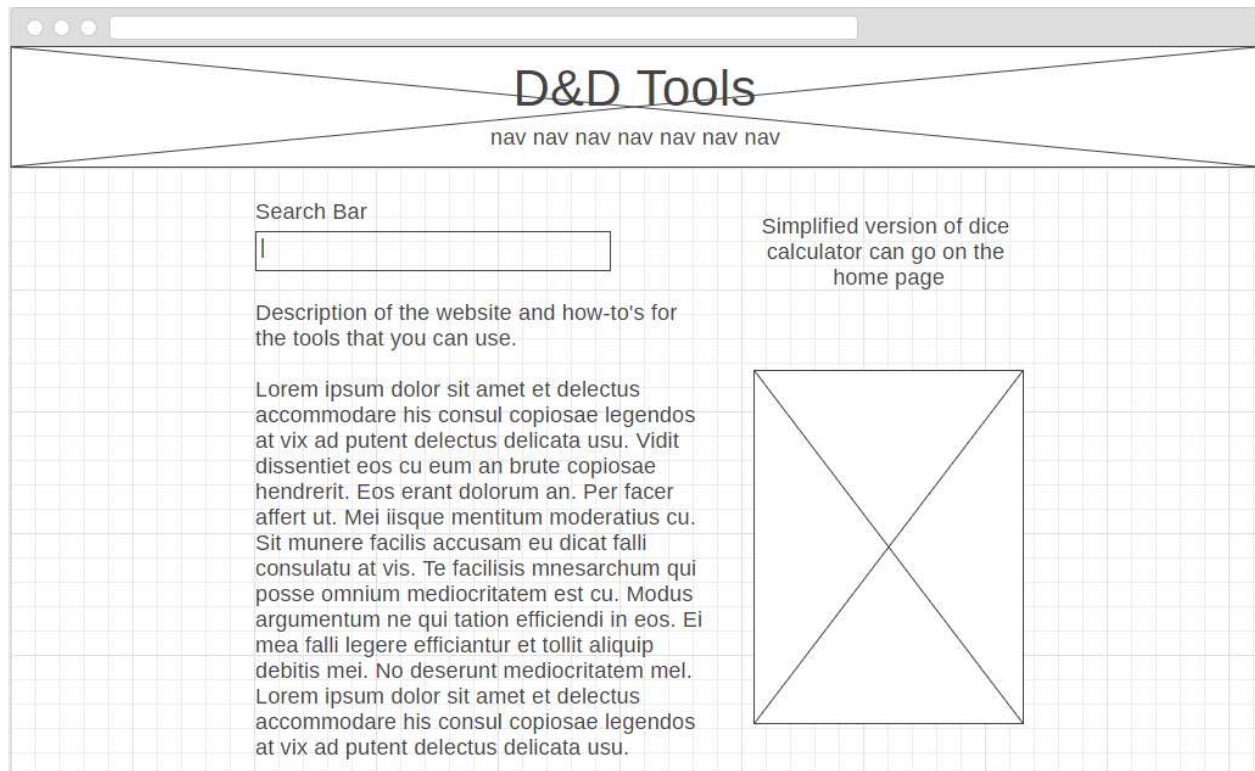
# Final Project Proposal

For my final project, I'm creating a webpage with Tools for Dungeons and Dragons players. It will have info pages detailing races, classes, spells, and other things that will help players in creating characters and leveling them up. There will be a page dedicated to walking a player through leveling up as well. In addition to this, there will be a dice calculator where players can input the number of die, type of each dice, etc. and it will give them a random roll.

The info pages will have expanding sections so that the information will be easier to read. The home page may have a search bar and a simplified version of the dice calculator for quick rolls. The auto level up feature will walk a player through leveling up a specified class to a specified level. I may also add a random name generator for players to create names on the fly.

It is beyond the scope of the class, but a fun goal may be to have it store a character's information for you and you can manage the character and level it up all through the website. If I don't get around to it, that may be something I try to implement after this class has completed. A random character generator may also be a good tool, but may also be something that doesn't make the cut.

Landing Page. Includes search function, simplified dice calc, and website description.



Dice Calculator. You choose the roll details and get random rolls.

The screenshot shows a web browser window with the title 'D&D Tools'. The page has a header with the title and a navigation bar with seven 'nav' links. The main content area is titled 'Dice Calculator' and features four input fields: 'Number of Dice', 'Type of Dice', 'Dice mod', and 'Rules'. Below these fields is a 'Roll button' and two labels: 'Roll Total :' and 'Rolls :'. The background of the main content area is a light gray grid.

D&D Tools

nav nav nav nav nav nav nav

Dice Calculator

Number of Dice Type of Dice

Dice mod Rules

Roll button

Roll Total :  
Rolls :

Auto leveling up. You enter the class and the level and the page tells you what to do.

The screenshot shows a web browser window with the title 'D&D Tools'. The page has a header with the title and a navigation bar with seven 'nav' links. The main content area is titled 'Auto Level Up' and features two input fields: 'Class' and 'New Level'. Below these fields is a paragraph of text describing the choices to be made and steps to take in order to level up. The background of the main content area is a light gray grid.

D&D Tools

nav nav nav nav nav nav nav

Auto Level Up

Class New Level

Description of choices to be made and steps you need to take in order to level up for the specified class and level. At first, maybe it'll just be a list, but if I have time, I think I'd like each step to popup and provide any applicable links to other pages.

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Info pages. Broken into logical sections that will expand when selected. Pages include Spells, Classes, Races, Feats, and perhaps others like Alignment, Gear, or Backgrounds if I have time.

