

Blazing Ahead: Developing a .NET Blazor Application

Bringing Adventure to your Device

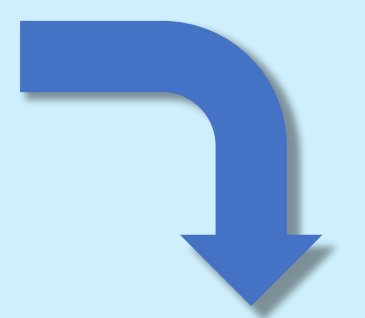
Current options for tabletop gaming often involve large rule books, mathematical evaluations and a steep learning curve which may be daunting to newcomers and outside the reach of younger adventurers.

The purpose of this project was to create a digital application to provide a user-created content platform for pen and paper style adventures using some interesting new frameworks.



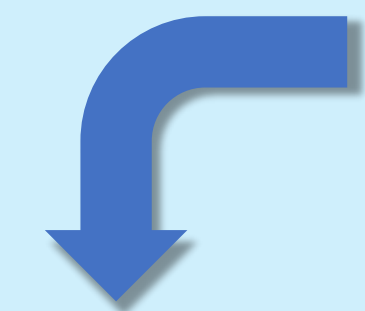
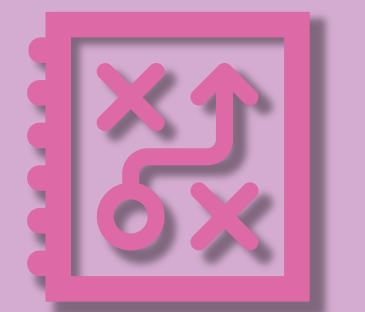
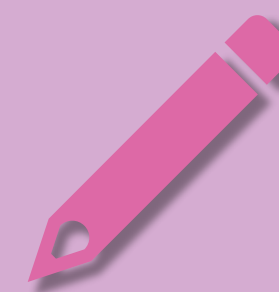
Analysis

The first step is to get the idea on to paper by establishing the goals, content and the requirements of the application and considering the project from a user's perspective.



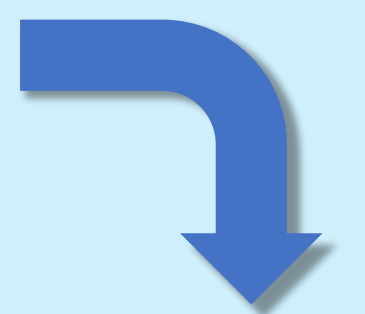
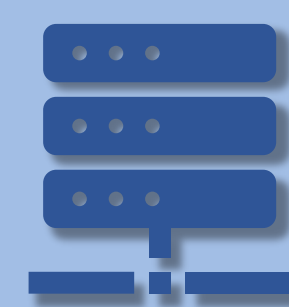
Design

With the requirements understood, we can use this information to design the range of systems and the user interface.



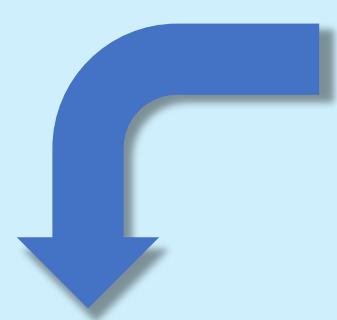
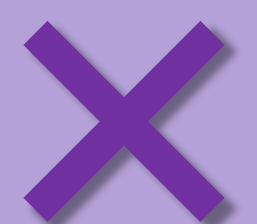
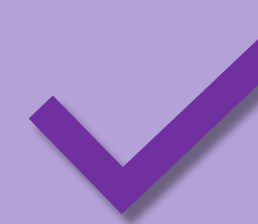
Implementation

- Blazor WebAssembly Client
- ASP.NET Core Web API
- SQL Database – Entity Framework



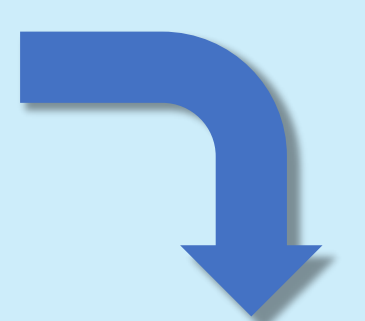
Testing

Here, we work through all parts of the application to ensure it's doing everything it's meant to, and nothing that it isn't.



Deployment

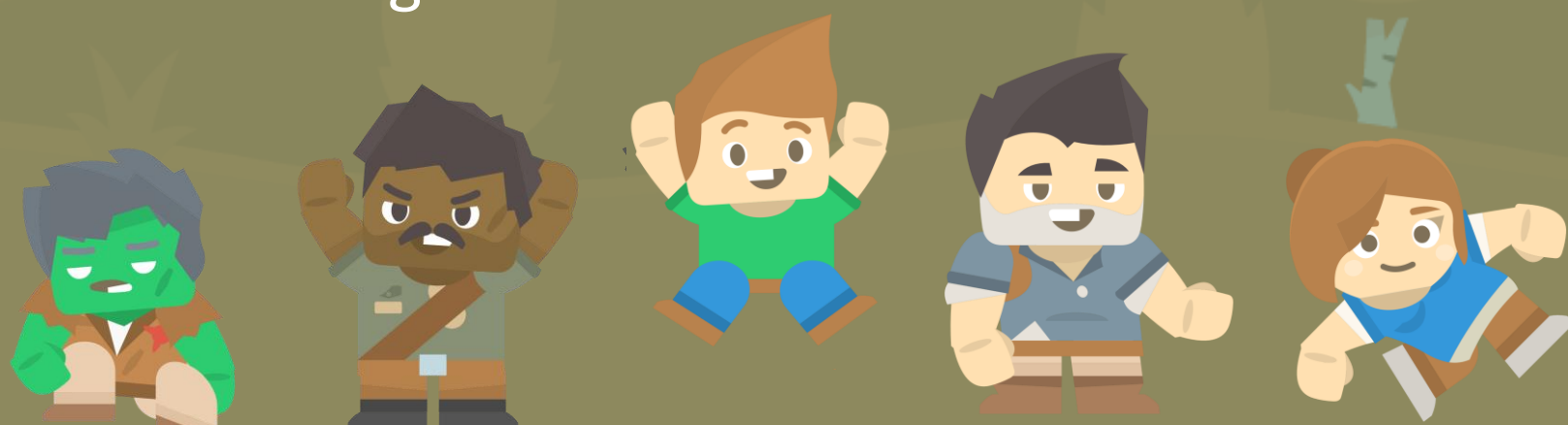
The application is deployed to a local network using IIS to test the application across a range of devices.



Adventure!

With all the tricky stuff out of the way, it's time to go on an adventure or create a world of your own.

Let the fun begin!



The Cloud Dungeon Test
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You and your fellow greedy friends are about to set out on an adventure in a cloud dungeon. The long-dead queen of the cloud kingdom, Tyrannie, stored all of her wealth and riches in the cloud dungeon. She devised a chemical process for thickening and stabilizing the...



First Steps



As you step onto the thick clouds, you immediately begin to slowly sink. Once you're into your ankles, the downward motion seems to slow and stop.

There's a vendor near by, who is selling cloud boots. Needed, or fancy waste of money? You decide!

Pay up! Pay two gold each to get your cloud boots. Seems pricey but it may be worth it.

Haggle. It'll take time, though. You might sink more.

Ask if he has cheaper cloud boots available.

Cloud Nine



The evil Queen built the cloud dungeon primarily as a revenue-generating operation.

Basically, the cloud dungeon was massive, massive tourist trap.

The town that grew around the dungeon was named, optimistically, Cloud 9. Sadly, as the Cloud 9 dungeon lost hordes of tourists to a new line of fancy digital dungeons. Cloud 9 was ruined, leaving the townspeople poor.

It's a cheerful place.

Continue...



Blazor



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