

## Secrets of Toanium - Support #50

### Refactor class card and character card to use more of the same code.

08/27/2020 05:25 PM - Jay Gischer

|   |             |                        |            |
|---|-------------|------------------------|------------|
| <b>Status:</b>  | In Progress | <b>Start date:</b>     | 08/27/2020 |
| <b>Priority:</b>  | Normal      | <b>Due date:</b>       |            |
| <b>Assignee:</b>  | Jay Gischer | <b>% Done:</b>         | 0%         |
| <b>Category:</b>  |             | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>  |             | <b>Spent time:</b>     | 0.00 hour  |
| <b>Description</b>  |             |                        |            |
| There is a lot of reduncancy between these two renderers. For instance <code>/imports/lib/gfx/class.js</code> and <code>/imports/lib/gfx/character.js</code> . The class card should probably use the character card reference, but with certain information presented generically. |             |                        |            |

#### History

#1 - 04/21/2021 06:57 PM - Jay Gischer

- Status changed from New to In Progress

Some of this was accomplished to address another bug. I would like it to be more, though.