

Union Arena Deck Builder

Sprint 1 Individual Project Report

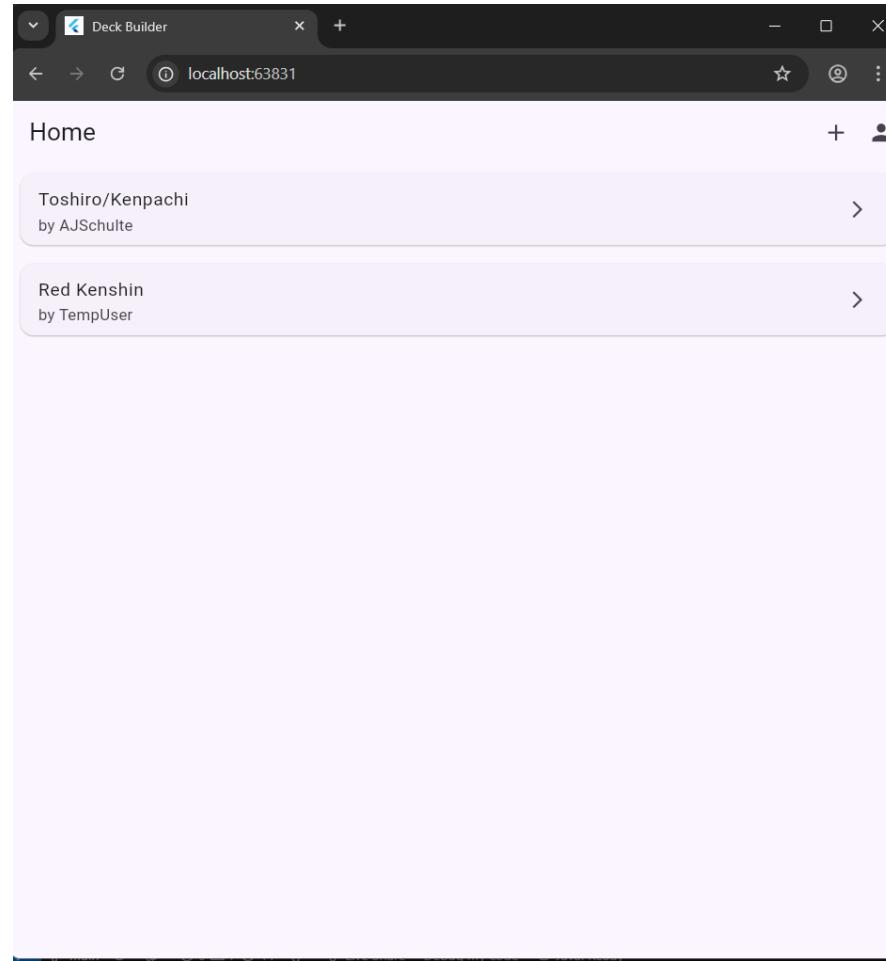
Cross-Platform Deck Builder for Union Arena TCG

Cross-Platform Development – ASE456

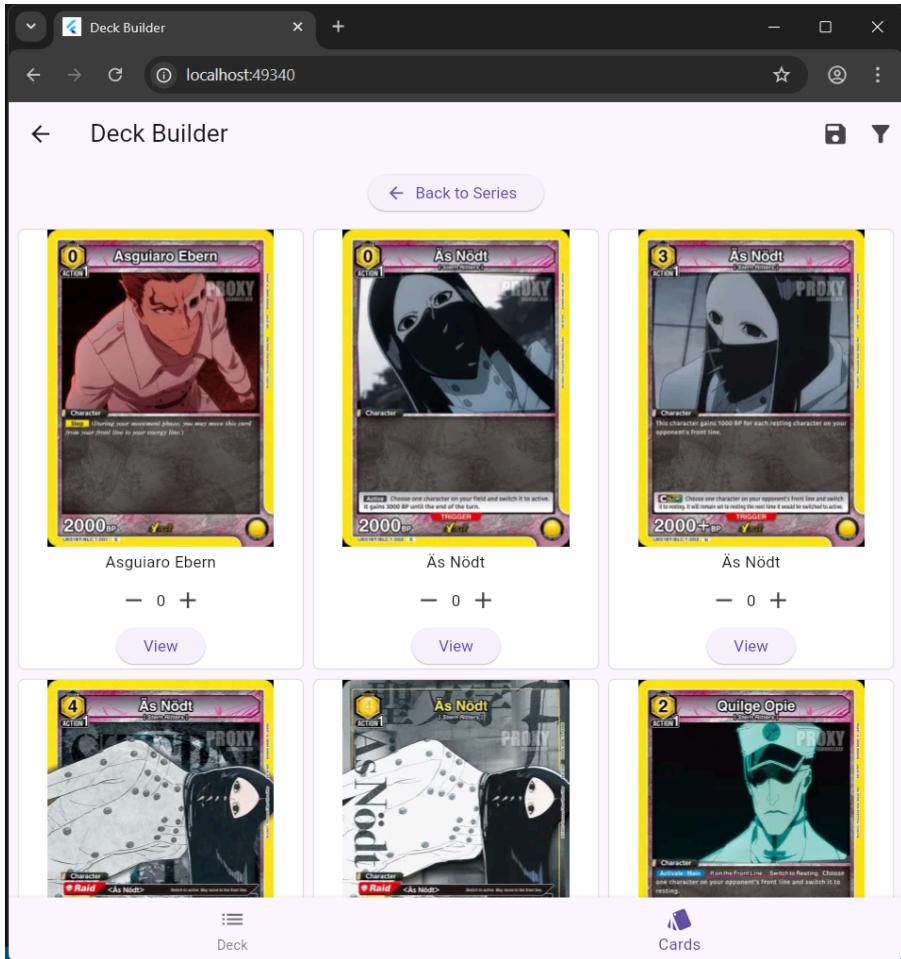
1. Demo

- Images of current working application

Home Page



Card Grid View (Loaded from PocketBase)



Detailed Card View

The screenshot shows a web-based Deck Builder application. In the center, a card is highlighted with a white border. The card is titled "Äs Nödt" and features a character illustration. Below the card, its details are listed:

Äs Nödt

Card No: UE01BT/BLC-1-002
Set: BLEACH: Thousand-Year Blood War
Color: Yellow
Rarity: C
Type: Character
Power (BP): 2000
AP Cost: 1

Effect:

Trigger:
Active Choose one character on your field and switch it to active. It gains 3000 BP until the end of the turn.

At the bottom of the screen, there are navigation buttons: a menu icon, a "Deck" button, and a "Cards" button.

Login / Sign Up UI

The image displays two side-by-side browser windows showing the 'Deck Builder' application's login and sign-up interfaces.

Left Window (Login):

- Header: 'Deck Builder' and address bar showing 'localhost:49340'.
- Title: 'Login'.
- Fields:
 - 'Username' input field.
 - 'Password' input field.
- Buttons:
 - A blue rounded rectangle button labeled 'Login'.
 - A purple link labeled 'No account? Sign up'.

Right Window (Sign Up):

- Header: 'Deck Builder' and address bar showing 'localhost:49340'.
- Title: 'Sign Up'.
- Fields:
 - 'Email' input field.
 - 'Username' input field.
 - 'Password' input field.
- Buttons:
 - A blue rounded rectangle button labeled 'Create Account'.
 - A purple link labeled 'Already have an account? Log in'.

DeckBuilder View

Deck Builder localhost:49340

← Deck Builder

Deck Name: Toshiro/Kenpachi

Public

Main Deck: 50 / 50 AP Cards: 3 / 3

COLOR Triggers: 4 FINAL Triggers: 4 SPECIAL Triggers: 4



Kenpachi Zaraki

Action 1: Choose one character on your field and switch it to active. It gains 3000 BP until the end of the turn.

Action 2: This character is not affected by BP-reducing abilities. During Your Turn, this character gains 1000 BP.

4000+ BP

Kenpachi Zaraki

- 4 +

[View](#)



Kenpachi Zaraki

Action 1: Choose one character on your field and switch it to active. It gains 3000 BP until the end of the turn.

Action 2: This character is not affected by BP-reducing abilities. During Your Turn, this character gains 1000 BP.

4000+ BP

Kenpachi Zaraki

- 2 +

[View](#)



Toshiro Hitsugaya

Action 1: Choose up to one character with 1000 or less BP. If this character attacks and hits, the target loses 1000 BP. If this character attacks and misses, the target gains 1000 BP instead.

Action 2: Choose up to one character with 1000 or less BP. If this character attacks and hits, the target loses 1000 BP. If this character attacks and misses, the target gains 1000 BP instead.

1500 BP

Toshiro Hitsugaya

- 4 +

[View](#)



Toshiro Hitsugaya

Action 1: Choose up to one character with 1000 or less BP. If this character attacks and hits, the target loses 1000 BP. If this character attacks and misses, the target gains 1000 BP instead.

Action 2: Choose up to one character with 1000 or less BP. If this character attacks and hits, the target loses 1000 BP. If this character attacks and misses, the target gains 1000 BP instead.

1500 BP

Toshiro Hitsugaya

- 2 +

[View](#)



Daiguren Hyorinmaru

Action 1: Choose one character on your field and switch it to active. It gains 3000 BP until the end of the turn.

4000+ BP

Daiguren Hyorinmaru

- 4 +

[View](#)

 Deck

 Cards

1. Sprint 1 Retrospective

- Project metrics: LoC, # of features, # of requirements, and burndown rate
- What Went Wrong/Well with Analysis & Improvement Plan

- Total individual Lines of Code (LoC): ~6000
- Number of individual features completed: 2
- Number of individual requirements completed: 8
- Individual burndown rate (%): 40

What Went Wrong (Individual Level):

- Initial MongoDB connection failed due to configuration issues
- Needed to rewrite data layer after switching from API + MongoDB to PocketBase

What Went Well (Individual Level):

- Implemented authentication using email/password auth
- Built a clean Flutter UI for card grid and detailed view
- Implemented pagination and local caching for cards

Analysis & Improvement Plan (Individual Level):

- Fully transfer everything from API + MongoDB to PocketBase
- Improve User profile
- Research and implement a better way to get the cards

1. Sprint 2 Goals

- What will you accomplish in Sprint 2
- Project metrics: # of features and # of requirements
- Updated timeline and milestones

Individual Sprint 2 Goals:

- Implement full Deck CRUD (Create, Read, Update, Delete)
- Add card filtering and sorting (using PocketBase queries and local filters)
- Add deck search
- Improve UI with responsive layout and dark/light theme

Individual Sprint 2 Metrics:

- Number of individual features planned: 3
- Number of individual requirements planned: 13

Updated Individual Timeline:

- **Week 1:** Implement Deck CRUD and PocketBase relations
- **Week 2:** Implement card filtering and sorting logic
- **Week 3:** Add deck search
- **Week 4:** UI/UX refinement, responsive design, dark/light mode

Key Individual Dates and Milestones:

- **Individual presentation:** During Sprint 2 (TBD)
- **Individual milestones:**
 - Deck CRUD functional → End of Week 1
 - Card filters and sorting → End of Week 2
 - Deck search and stats → End of Week 3
 - Final UI/UX polish → End of Week 4