

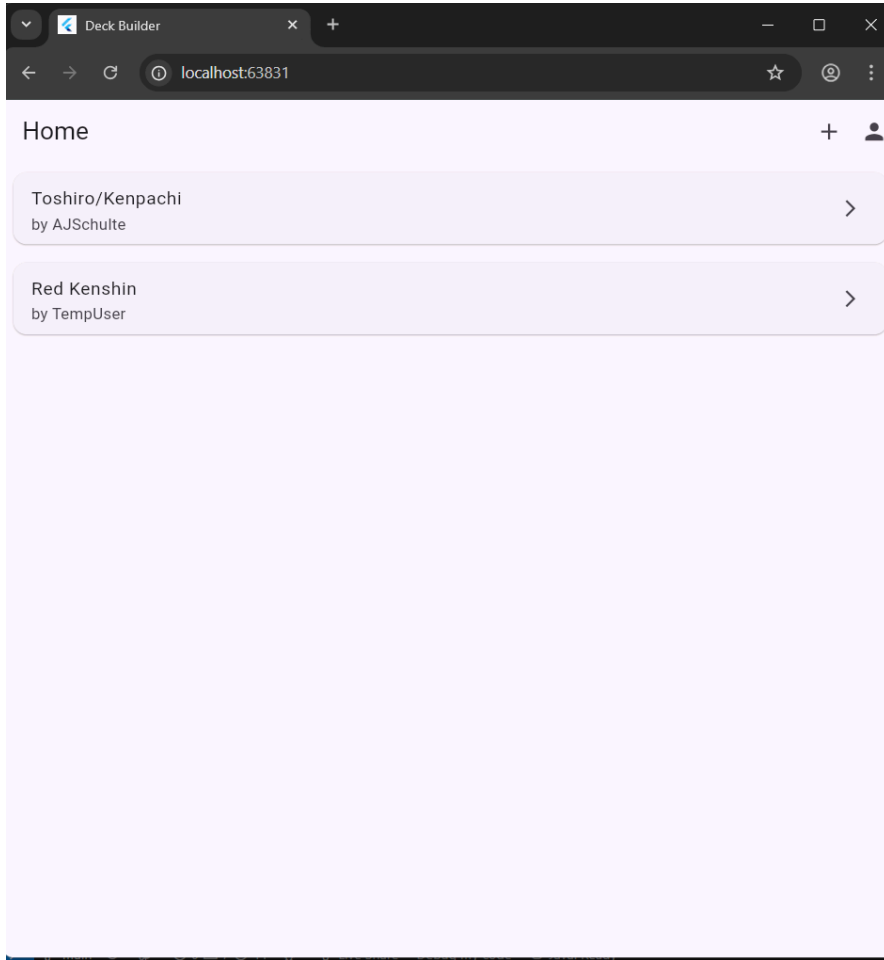
# Union Arena Deck Builder

## Sprint 1 Individual Project Report

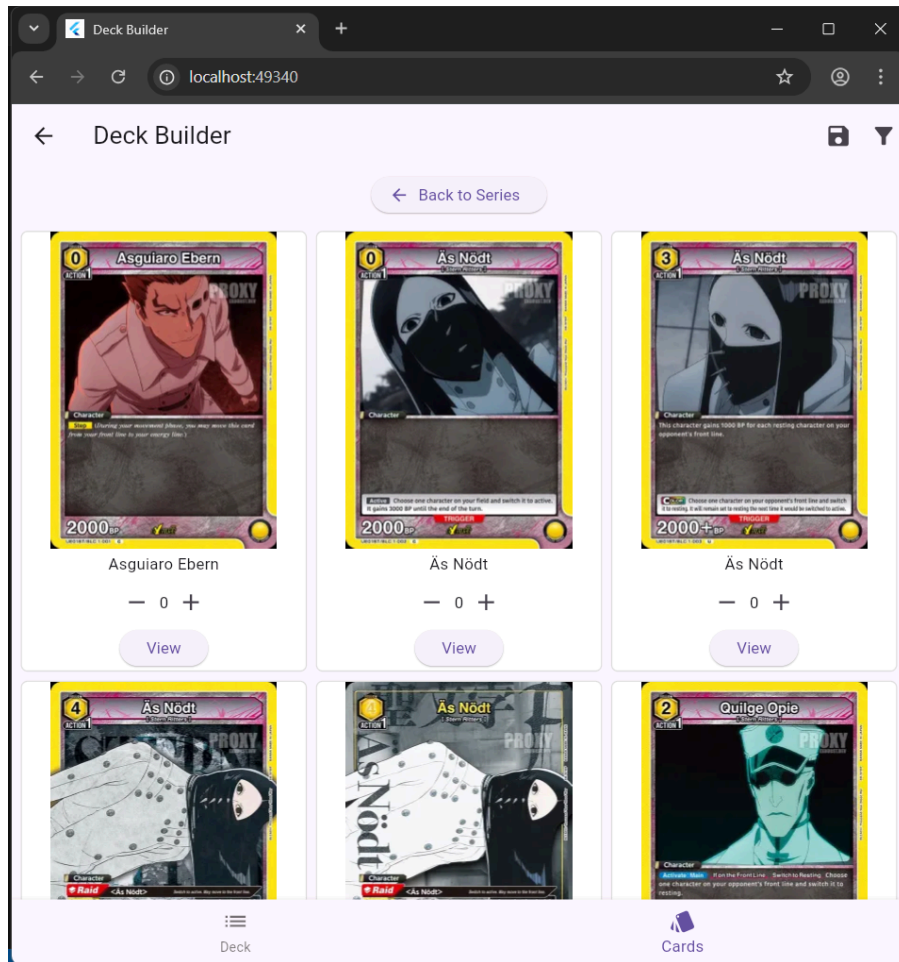
Cross-Platform Deck Builder for Union Arena TCG

Cross-Platform Development – ASE456

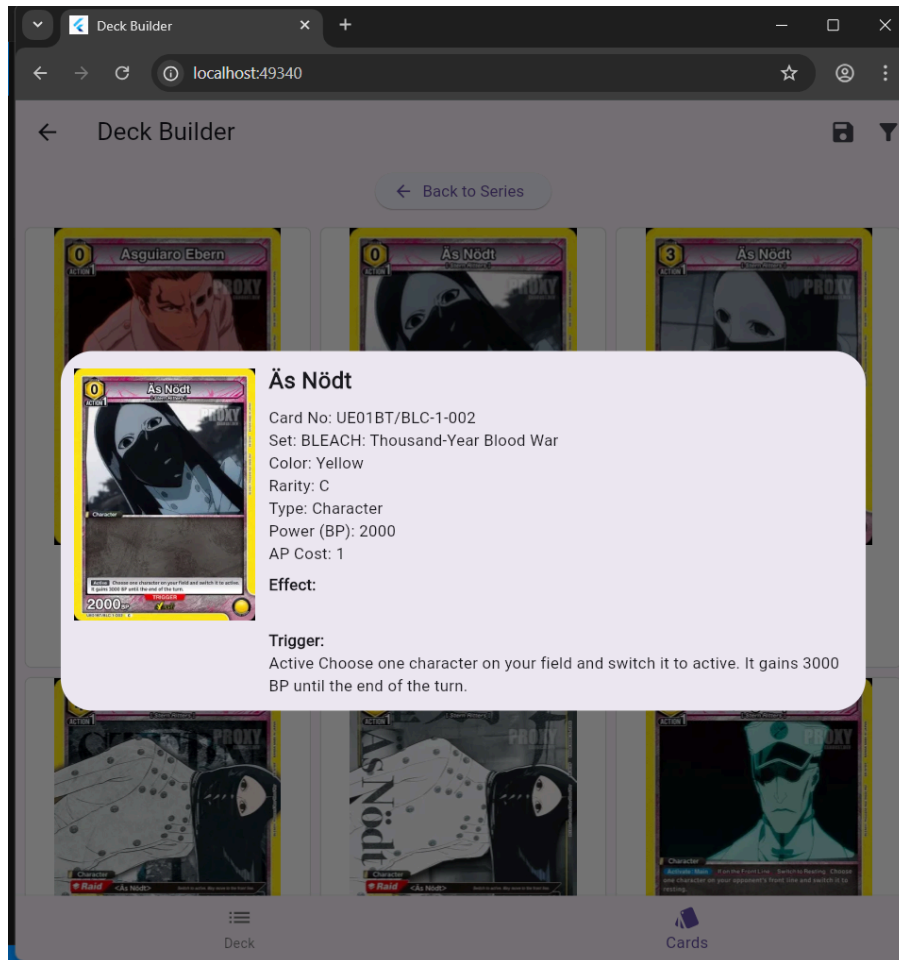
# Home Page



# Card Grid View (Loaded from PocketBase)



# Detailed Card View



# Login / Sign Up UI

Deck Builder

localhost:49340

← Login

Username

Password

Login

No account? Sign up

Deck Builder

localhost:49340

← Sign Up

Email

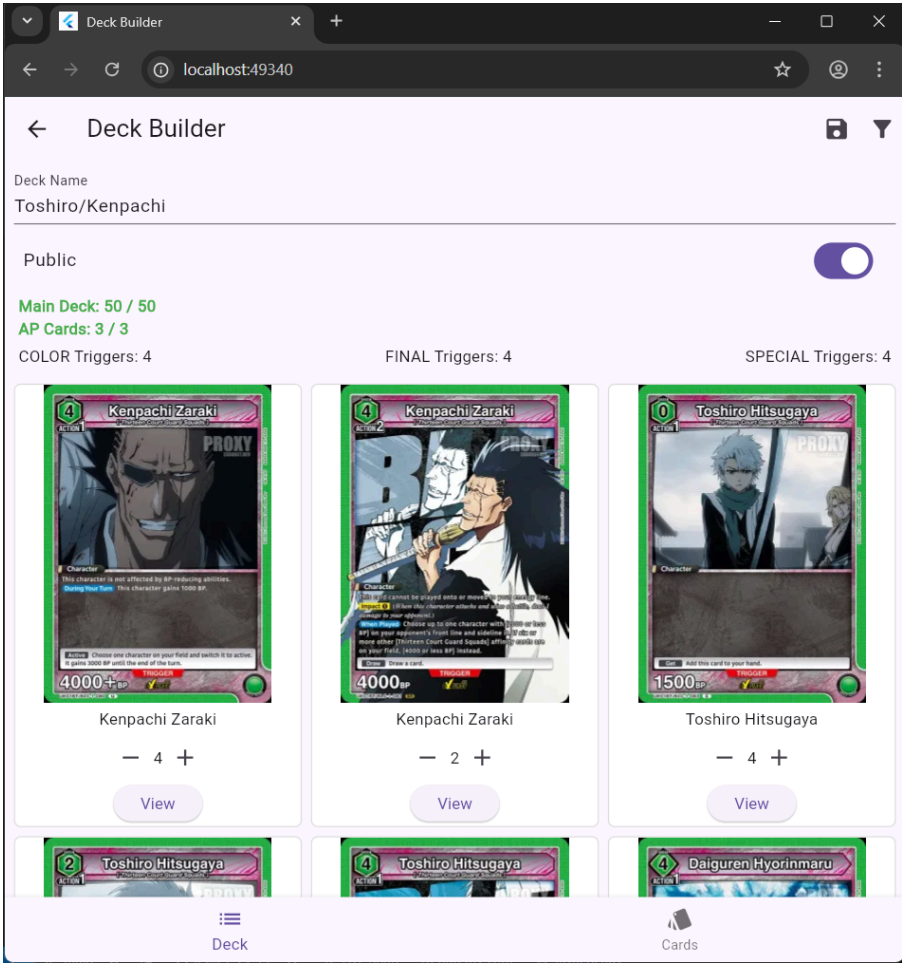
Username

Password

Create Account

Already have an account? Log in

# DeckBuilder View



## 1. Sprint 1 Retrospective

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

- 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