

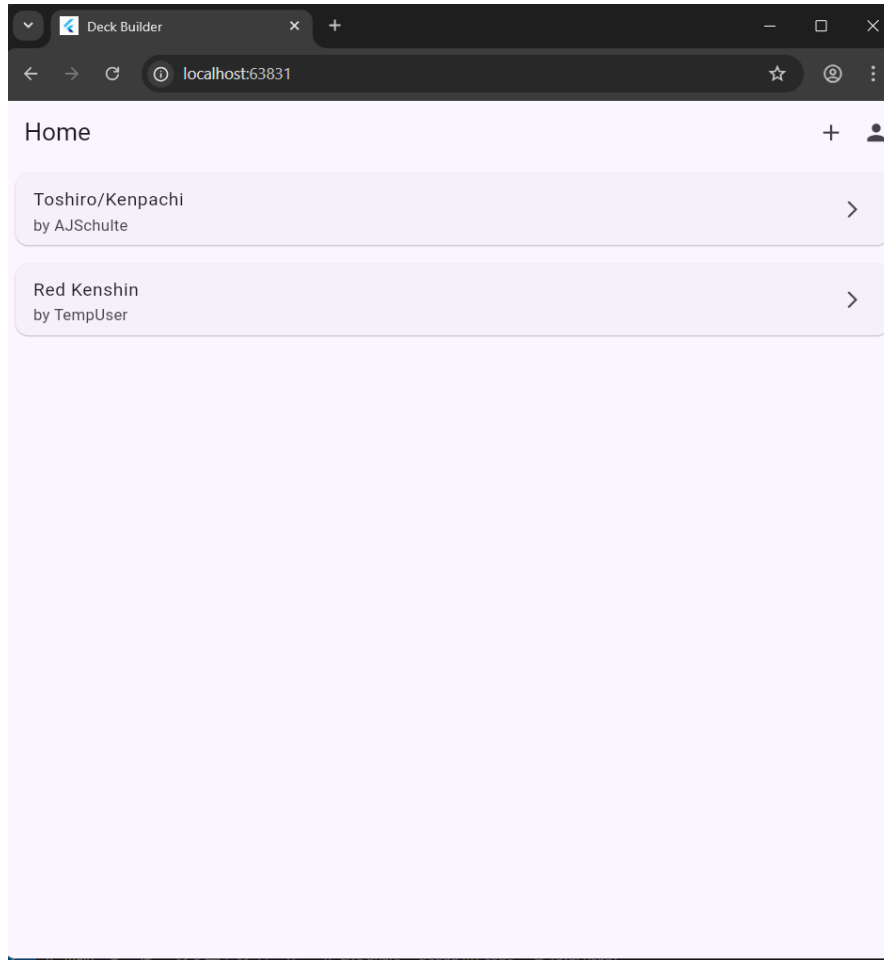
# Union Arena Deck Builder

## Sprint 1 Individual Project Report

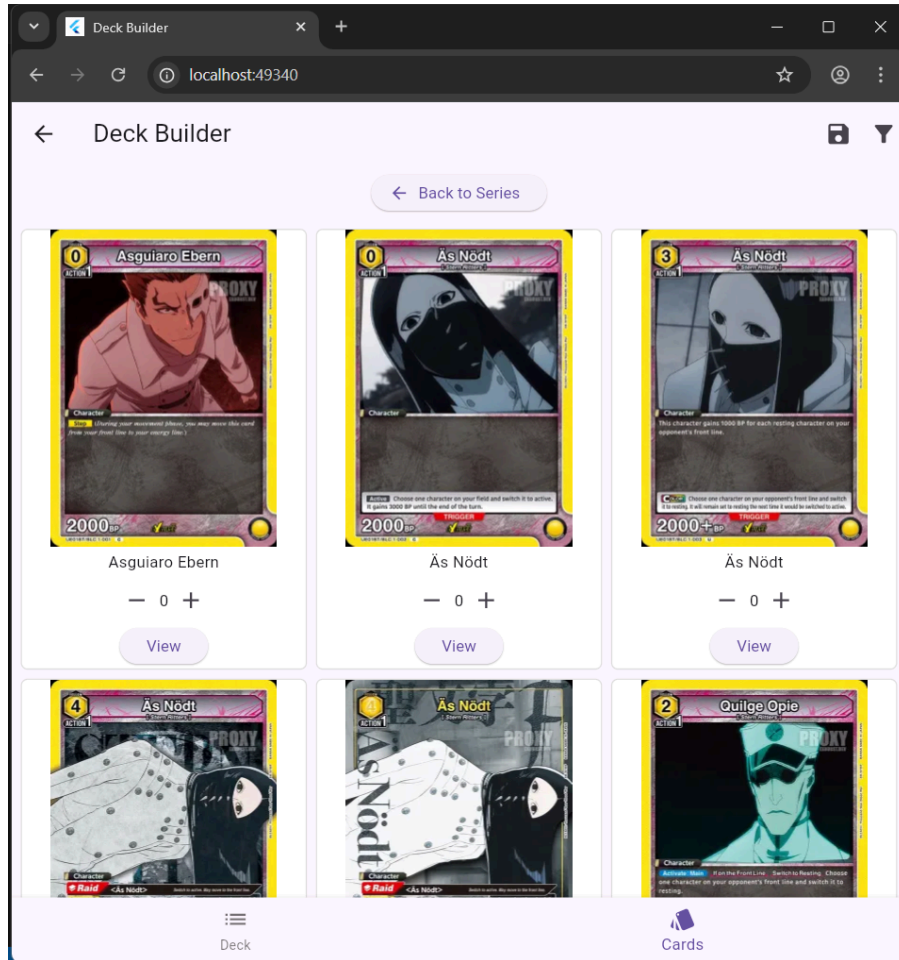
Cross-Platform Deck Builder for Union Arena TCG

Cross-Platform Development – ASE456

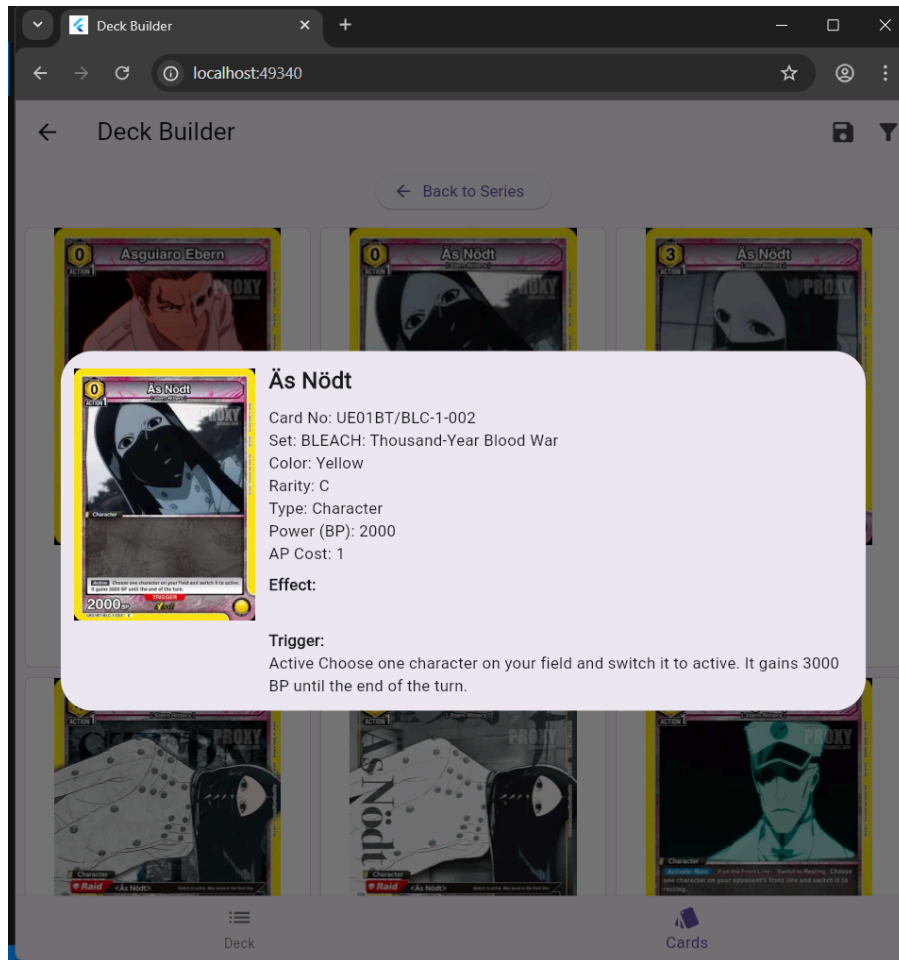
# Home Page



# 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

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

4

Kenpachi Zarakii

PROXY

Character

This character is not affected by BP-reducing abilities.

4000+BP

Kenpachi Zarakii

-

4

+

View

4

Kenpachi Zarakii

PROXY

Character

This character is not affected by BP-reducing abilities.

4000BP

Kenpachi Zarakii

-

2

+

View

0

Toshiro Hitsugaya

PROXY

Character

1500BP

Toshiro Hitsugaya

-

4

+

View

2

Toshiro Hitsugaya

PROXY

Character

1500BP

Toshiro Hitsugaya

-

4

+

View

4

Toshiro Hitsugaya

PROXY

Character

1500BP

Toshiro Hitsugaya

-

4

+

View

4

Daiguren Hyorinmaru

PROXY

Character

1500BP

Daiguren Hyorinmaru

-

4

+

View

Deck

Cards

6

## 1. Sprint 1 Retrospective

- Number of individual features completed: 2
- Number of individual requirements completed: 8
- Individual burndown rate (%): 40

## **What Went Wrong:**

- Time Constraints
- Database / API Implementation

## **What Went Well:**

- Implemented authentication
- UI Design



## Analysis & Improvement Plan:

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

## 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

## Sprint 2 Metrics:

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

## Updated Timeline:

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