

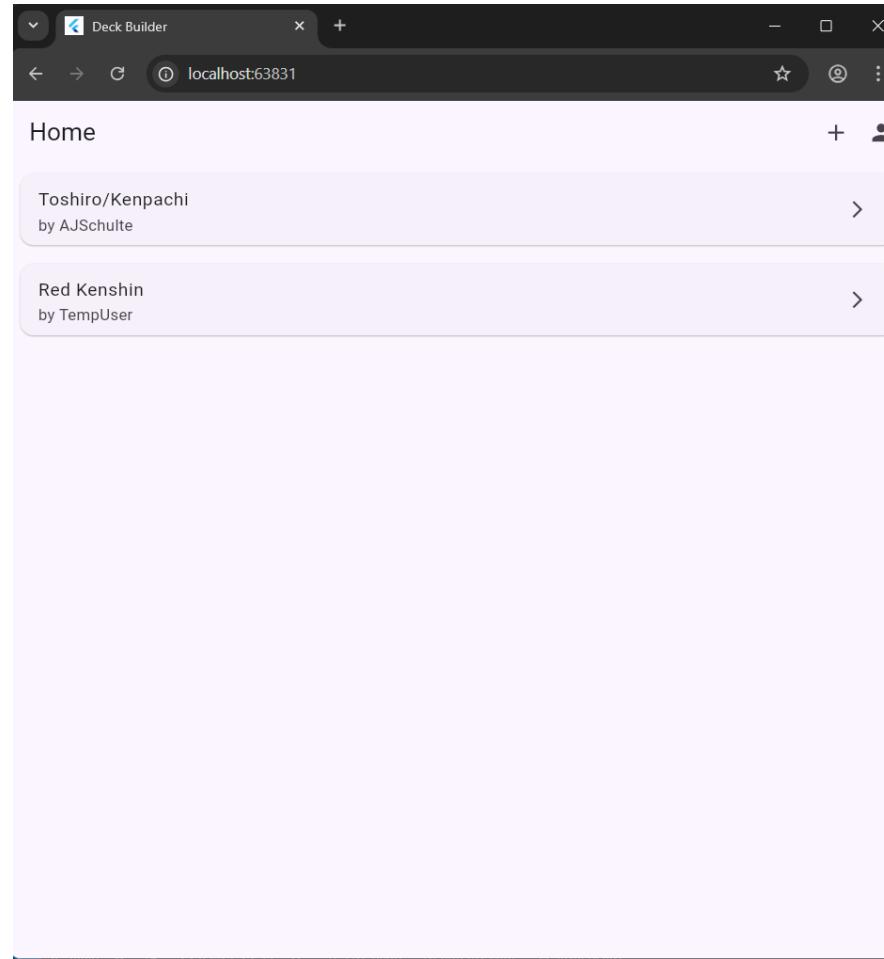
Union Arena Deck Builder

Sprint 1 Individual Project Report

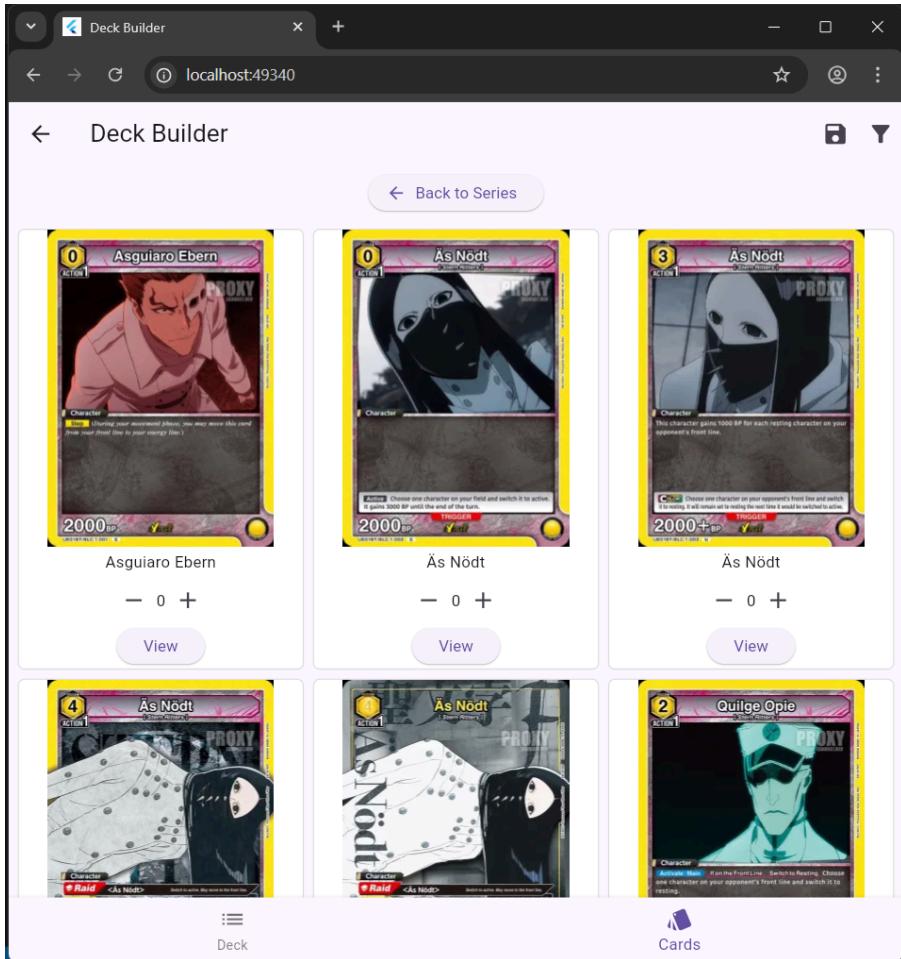
Cross-Platform Deck Builder for Union Arena TCG

Cross-Platform Development – ASE456

Home Page



Card Grid View (Loaded from PocketBase)



Detailed Card View

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 labeled "Deck" and "Cards".

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 circular 'Login' button.
 - Text link '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 circular 'Create Account' button.
 - Text link '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. Draw 1 card.

4000+ BP

Character

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. Draw 1 card.

4000+ BP

Character

Kenpachi Zaraki

- 2 +

[View](#)



Toshiro Hitsugaya

Action 1: Choose up to one character with 4 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 4 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

Character

Toshiro Hitsugaya

- 4 +

[View](#)



Toshiro Hitsugaya

Action 1: Choose up to one character with 4 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 4 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.

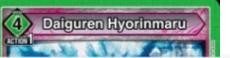
1500+ BP

Character

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

Character

Daiguren Hyorinmaru

- 4 +

[View](#)

Deck  Cards 

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