

Magic-The-Gathering: Main folder.

↳css:

↳index.css: Web app UI implementation.

↳landing.css: Login screen UI implementation

↳site.min.css: Web app implementation.

↳toasty.min.css: Pop up “toasts” implementation.

↳util.css: Utility implementation.

↳documentation: Folder containing all documentation for the project.

↳documentation.pdf: This file. Documents GitHub repository structure.

↳implementationPlan.pdf: Documents our implementation plan for this project.

↳fonts: Folder containing all font data for our web app.

↳html: Folder containing html files for the web app.

↳dashboard: Folder containing HTML file for the main interface.

↳index.html: HTML file that builds and displays the web app in a browser.

↳landing.html: HTML file that builds and displays the login screen in a browser.

↳images: Folder containing all images used in web app.

↳icons: Folder containing all icon images used in web app.

↳js: Folder containing main classes and functions for web app functionality.

↳database: Folder containing main .js file for calling our database.

↳firebase.js: Contains many functions to call our database.

↳libraries: Folder containing main functionality for pop up “toasts”.

↳vendor: Folder containing .css files for “toasts” implementation.

↳toasty.min.js: Contains functionality to pop up “toasts” to the user.

↳logic: Folder containing main class logic for our web app’s functionality.

↳Card.js: Object class to construct a *Card* and retrieve values from it.

↳Deck.js: Object class to construct a *Deck* of *Cards*, retrieve *Cards* from it, and calculate statistics of the *Deck*.

↳Pseudocode for Advanced Card chances: Details how the pseudocode to calculate *Deck* statistics works.

↳index.js: Contains many functions for web app functionality.

↳landing.js: Contains many functions for log-in functionality.

↳site.min.js: Contains website functionality.

↳.gitignore: Plugin ignore functionality.

↳card_data.json: Main JSON file that the firebase Database organizes.

↳README.md: Project title.