Release Notes Version 0.1 – March 17th, 2025

**New Additions:**

* ReadMe.md create – March 13th
* Project Repository Directory Structure created – March 13th
* Added html page file templates for the project – March 13th
  + Battle.hbs
  + currentCards.hbs
  + leaderboard.hbs
  + openPack.hbs
  + trade.hbs
* Created the SQL database in create.sql – March 13th
  + Cards
  + Users
  + cardsToPlayers
* Created the insert.sql file for adding test cards – March 16th
* Created initial database schema – March 16th
* Added new tables to DB – March 16th and 17th
  + Battles
  + Decks
  + userToDecks
  + trades
  + cardPacks
  + currency
  + battlelog

Summary:

* Developed the initial database creation and file structure for the project

Release Notes Version 0.2 – March 31st

**New Features:**

**March 18th**

* Added Docker functionality – March
  + web container
  + db container
* Added initial index.js template – March
* Added Login page
  + HTML page
  + API Endpoints
  + DB query functionality for user validation
* Added Register page
  + HTML page
  + API Endpoints
  + DB insert functionality for creating new user
* Added handlebars:
  + Footer.hbs
  + Header.hbs
  + Message.hbs
  + Nav.hbs
  + Title.hbs

**March 20th:**

* Added home page and added login redirection
* Added money and trophies to DB and home page
* Update ReadMe
* Added meeting notes

**March 21st:**

* Added logout page HTML

**March 31st:**

* Added basic collections page
* Added basic trades page
  + Modal for choosing players to trade
  + Connected to DB
* Added battle environment and test Battle functionality
  + Adds dice rolling
  + Adds basic fighting logic
  + Adds battle page html
  + Connected to DB

**Summary:**

* Added basic functionality for most pages on the website including login, register, home, trade, battle, and logout. Can now also host inside docker containers.

**Release Notes Version 0.3 – April 7th**

**New Features:**

**April 3rd:**

* Added open pack page with functionality
  + Connected to DB
  + Pulls 5 random cards and adds to user’s collection
* Added meeting notes
* Added database population from Kaggle csv database
  + 200 NBA players
  + 2023-2024 season stats included
  + Script runs every time docker starts up, but skips populating DB if it’s already populated
* Added card creation into database script
  + Creates cards from each player inside the player database table
  + Calculates attack from points per game and assists, calculates defense from rebounds, calculates health from height and weight, and calculates overall stat from attack, defense, and health weighted average.
* Added more login validation
* Added basic deck builder HTML page and nav bar tab
  + Added deck builder functionality
  + Able to select 5 separate cards you own and create a new deck to battle with
* Added basic leaderboard HTML page and nav bar tab

April 6th:

* Added most trade functionality:
  + All API endpoints added for submitting, accepting, rejecting, and canceling trades

April 7th:

* Added new collection stats categories and ability to sort collection.
  + Connected to DB
* Added 5 starter cards and 1 starter deck for new users
* Added unit testing from Lab 11
* Database connection to Leader Board and API endpoints added

**Summary:**

* Added new functionality such as opening packs and deck building
* Database populated with players and cards
* Trade, collections, and leaderboard functionality improved and integrated

**Release Notes Version 0.4 – April 14th**

**New Features:**

**April 8th:**

* Added new battle system UI and logging
  + Health bars
  + Live battle log
  + End to end battle functionality added
  + Rewards based on outcome
* Collection page now shows statistics
  + Can view real player statistics as well as card statistics

**April 10th:**

* Added User Acceptance Tests
* Added password validation
  + Uses RegEx
* Bug fix for node modules being pushed to main
* Trade ownership and UI development:
  + Trades now properly transfer ownership
  + Can see outgoing, incoming, and accepted trades
* Fixed trade bugs
* Fixed unit test bugs
* Added initial stylizing

**April 13th:**

* Added best player to leaderboard stats

**April 14th:**

* Added quality of life improvements to collections page
* Added full draft of page stylizing to home page
  + Red, blue, yellow colors and icons

**Summary:**

* End to end battle system functionality completed
* End to end trade system functionality completed
* Bug fixes based on spot testing functionality
* Began drafting the webpage styling