

| ID | Name | Description | Priority (1 - highest, 3 - lowest) | Rationale | Author |
|---------------------|-----------------------------|---|---------------------------------------|--|----------------------------------|
| USER PROFILE | | | | | |
| 1 | User profile | The system shall have a unique user profile | 1 | Unique user profiles are essential for personalizing the user experience and managing card collections. | Vraj Patel |
| 1.1 | | - Username (Required) | 1 | | Vraj Patel |
| 1.2 | | - All the pokemon cards that the person owns | 1 | | Vraj Patel |
| ACCOUNT INFORMATION | | | | | |
| 2 | User Information | The user shall provide the following information to create an account: | 1 | Collecting basic user information is necessary for account creation and user identification. | Vraj Patel |
| 2.1 | | - First Name (required) | 2 | | Vraj Patel |
| 2.2 | | - Last Name (required) | 2 | | Vraj Patel |
| 2.3 | | - Email Address (required) | 2 | | Vraj Patel |
| 2.4 | | - Password (required) ref to sec 4 | 2 | | Vraj Patel |
| 3 | Username | The user must create a unique username to make an account. | 1 | A unique username is needed to distinguish between different users. | Vraj Patel |
| 4 | Password | The user shall create a password with the following requirements: | 1 | Strong passwords enhance security by preventing unauthorized access. | Vraj Patel |
| 4.1 | | - Greater than 10 characters | 2 | | Vraj Patel |
| 4.2 | | - Contains at least 1 number | 2 | | Vraj Patel |
| CARD INFORMATION | | | | | |
| 5 | Required Information | The system shall have the following information/Attributes associated with each card: | 1 | Detailed card information is crucial for managing and displaying the user's card collection. | Thane Tiffany, Vraj Patel |
| 5.1 | | - Pokemon name | 1 | | Thane Tiffany |
| 5.2 | | - Pokemon Evolutionary Tree (All pokemon that this pokemon could evolve into or evolve from) / Family Tree | 1 | Detailed information revolving around the growth of a pokemon | Thane Tiffany |
| 5.3 | | - Pokemon Type (Bug, Dragon, Electric, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, and Water) | 1 | | Thane Tiffany |
| 5.4 | | - Pokedex Number (The number associated with each pokemon and order they are shown in the collection screen) | 1 | | Thane Tiffany |
| 5.5 | | - Health Points (HP) (The number in the top right of the card associated with how much health the pokemon has in the Trading Card Game) | 1 | | Thane Tiffany |
| 5.6 | | - Coin value associated with each card for trading | 1 | | Thane Tiffany |
| 5.7 | | - Pack that the card can come out of | 1 | | Thane Tiffany |
| CARD SEARCH | | | | | |
| 6 | Searchbar | The system shall have a search bar | 1 | The ability to easily search for and locate specific cards by names is essential to the user experience | Jack Norman |
| 6.1 | | - The user shall be able to search for card by one of the following criteria: | 1 | Allowing multiple search criteria improves user experience. | Jack Norman |
| 6.2 | | - Pokemon name | 1 | Searching by Pokemon name is a primary way users identify cards. | Jack Norman |
| 6.3 | | - Pokemon names will be searched using a contains the following characters in an order. | 1 | This ensures partial matching, making it easier for users to find cards even if they remember only part of the name. | Jack Norman |
| 6.4 | | - Pokedex number | 1 | | Jack Norman |
| 6.5 | | - The system shall display only exact matches for searches by Pokedex number | 2 | This ensures that users searching for pokedex number ensures that they find their query. | Jack Norman |
| 6.6 | | - The system shall display a smaller version of the cards that match the query, ordered by Pokedex Number | 2 | Displaying cards in an ordered manner helps users quickly locate and identify the card | Jack Norman |
| 6.7 | | - The user shall be able to select a card | 1 | Allowing users to interact with cards. | Jack Norman |
| 6.8 | | - The user shall be able to bringing up the card information described in section 5 | 1 | Providing detailed card information upon selection ensures users have access to all the details. | Jack Norman |
| Card Exchange | | | | | |
| 7 | Trading | The user shall be able to trade with other users within the app | 1 | Trading functionality enhances user engagement and interaction. | Caelen Wall |
| 7.1 | Allowed Exchange | - The user shall be able to trade individual cards | 1 | Being able to trade individual cards with other users. | Caelen Wall |
| 7.2 | | - The user shall be able to trade multiple cards 0 to X | 2 | The ability to trade multiple cards for a singular card, and or multiple cards for multiple cards. | Caelen Wall |
| 7.3 | | - The user shall be able to contact/message revolving around trading purposes | 2 | The ability to communicate about a trading card in instance of question/comments/concerns. | Caelen Wall |
| 7.4 | | - The user shall be able to use app credit(currency) for buying purposes | 1 | The ability for the user to actually trade using in app currency for a Pokemon Card | Caelen Wall |
| 7.5 | | - The user shall be able to bookmark/save cards listed for trading | 2 | The ability for users to easily display cards of interest (eg. for future trade interests). | Caelen Wall |
| 7.6 | | - The user shall be able to navigate the available trading cards | 1 | The ability to easily navigate throughout the various trading cards up for trade. | Caelen Wall |
| 7.7 | | - The user shall be able to see if their trade is of a fair value by trade value and market value | 2 | The ability for users to be informed if a trade is fair. | Caelen Wall |
| 8 | Trading notification | The user shall be able to see if their trade is of a fair value | 2 | Keeping users informed about their trades is crucial for user experience. | Caelen Wall, Vraj Patel, Brendan |
| 8.1 | | - The system will display if its a GOOD trade if the trader value is. | 1 | The ability for user to know if trade is of a good value | Caelen Wall, Vraj Patel, Brendan |
| 8.2 | | - The system will display if its a BAD trade if the trade value is weighing a side down. | 1 | The ability for the user to know if trade is of bad value | Caelen Wall, Vraj Patel, Brendan |
| Card Collection | | | | | |
| 9 | Card Collection | The system shall display each user's individual card collection | 1 | The ability to easily search for and locate specific cards by names is essential to the user experience | Jack Norman |
| 9.1 | | - The system shall display the collection sorted by Pokedex number as the default sort | 2 | Pokemon and their evolutions are sequential in Pokedex number ordering | Jack Norman |
| 9.2 | | - The system shall display all cards in generation 1 | 2 | Limiting the Pokemon to only generation one will demonstrate our concept | Jack Norman |
| 9.3 | | - The system shall display a small picture of the card | 1 | A visual component will provide quick and easy recognition of the Pokemon, improving user experience | Jack Norman |
| 9.4 | | - The user shall sort the collection by: | 2 | Various sorting options allow the user to arrange information for their individual needs | Jack Norman |
| 9.5 | | - Pokemon Type (The order of type grouping will be done by descending alphabetical order) | 2 | | Jack Norman |
| 9.6 | | - Pokedex Number | 2 | | Jack Norman |
| 9.7 | | - Alphabetical by Pokemon name (a-z) | 2 | | Jack Norman |
| 9.8 | | - The system shall display the quantity of each card possessed by the user, if greater than 0, under the sprite of the card | 3 | The quantity of cards in collection is only necessary if the user actually has the relevant card in the collection | Jack Norman |
| Currency | | | | | |
| 10 | Starting amount of currency | The user shall be given a starting credit amount of 20 tokens | 1 | Ability for users to start with a balance so they can buy packs and expand their collection. | Brendan |
| 11 | Daily Incentive | The user shall be given a currency daily, there will be a daily currency tab located on their profile page. | 1 | Providing daily incentives encourages users to regularly engage with the app. | Brendan |
| 12 | Currency: | The user shall purchase a pack of card for the following currency : | 1 | Ability for users to have the pricing of card packs regarding purchasing of card packs. | Caelen Wall |
| 12.1 | | 10 coins for a bulbaasaur pack | 1 | | Caelen Wall / Thane Tiffany |
| 12.2 | | 10 coins for a charmander pack | 1 | | Caelen Wall / Thane Tiffany |
| 12.3 | | 10 coins for a squirtle pack | 1 | | Caelen Wall / Thane Tiffany |
| Packs | | | | | |
| 13 | Pack Description: | The system shall have the following information/Attributes associated with each pack: | 1 | Detailed pack information enhances user experience by providing transparency. | Vraj Patel / Thane Tiffany |
| 13.1 | | - Price of pack | 1 | | Vraj Patel / Thane Tiffany |
| 13.2 | | - All the different pokemon cards includes in each pack. | 1 | | Vraj Patel / Thane Tiffany |
| 13.3 | | - Odds of each rarity of card in the pack | 1 | | Vraj Patel / Thane Tiffany |
| 14 | | The system shall display each pack for the user to choose | 1 | Ability for users to choose which pack they would like to open with their currency | Vraj Patel / Thane Tiffany |
| 14.1 | | 50 cards sorted into the Bulbaasaur Pack | 2 | | Thane Tiffany |
| 14.2 | | 50 cards sorted into the Charmander Pack | 2 | | Thane Tiffany |
| 14.3 | | 51 cards sorted into the Squirtle Pack | 2 | | Thane Tiffany |
| 15 | | The system shall assign the same odds for each type of card in each pack | 3 | One type of pack should not have a significantly higher ROI (Return on Investment), so that users are encouraged to not just buy one type of pack. | Thane Tiffany |
| 16 | | The user shall receive 7 pokemon cards per pack with one guaranteed rare card | 2 | A set amount of cards for the user to receive when they purchase a pack of cards | Thane Tiffany |
| 17 | | The system shall display each card one at a time | 3 | Hooks the user in and gives a sense of suspense when opening the pack | Thane Tiffany |
| 18 | | The system shall display the best card received last | 3 | Same rationale as above | Thane Tiffany |