**Web422 Project Final Document**

**Poke Mart**

**Capstone Team:**

**Capstone Faculty Mentor:**

**Date**

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# Introduction

With a recent rise in demand for Pokemon cards our client has requested an interactive user experience for customers to browse, and purchase Pokeman cards. PokeMart aims to deliver on this request and provide a secure web-based application for users to browse and buy Pokemon Trading cards. This document will outline the scope and deliverables of the project.

# Scope Description

The scope of the PokeMart Project is to plan, design, develop, and implement an online B2C shopping platform for customers to buy, and browse Pokemon trading cards. The main goal of this project is to deliver an interactive platform that allows users to view, manage, and interact with our Pokemon card listings.

The project is integrating WebAPIs, building a user management/authentication/authorization system based on discussed materials in Web322/Web422. The goal is to create an engaging, secure, and futuristic solution tailored to a specific industry or domain.

Each program will incorporate a virtual dashboard with key metrics in order to provide a consistent methodology on which to measure program health and status. The scope of this project includes all requirements gathering, planning, design, development, and implementation of the PokeMart tool.

# High Level Requirements

The ABC tool has been approved to meet a business need for Team Rocket Co. In order to meet this business need there are several requirements which must be met as part of the successful execution of this project. The following high level requirements have been identified for the ABC Project:

1. Develop a B2C ecosystem solution to provide an interactive experience for users.
2. Create the frontend by using NextJS framework for optimizing performance and routing.
3. Incorporate JWT for user authentication, authorization, and secure transactions.
4. Create a clean responsive UI that contains the following:

-homepage with featured cards, slogan, and description

-paginated and searchable card list with a filter function

-individual card detail page with a add to favourites function

-favourites page for users to save and view the saved cards

-static information pages

-Secure Login and Registration pages

-Contact form for user comments/questions

# Deliverables

The project deliverables include:

1. A functional PokeMart NextJS app

2. A GitHub repository containing all source code and documentation.

3. A video presentation explaining the solution and its components.

4. A user manual or deployment guide for the prototype.

# Timeline

The timeline for the project is as follows:

1. Phase 0 (Mar 21)

2. Phase 1 (Mar 30)

Project checkpoint (Mon)

3. Phase 2 (Apr 3)

Project checkpoint (Fri)

4. Phase 3 (Apr 9)

Project checkpoint (Fri)

5. Phase 4 (Apr 15)

6. Final Presentation: Apr 16 (in-person class)