Nenniltoz

This document specifies the features that you will implement as part of your capstone project. These features should be split into three categories:

1. Features that are required in order to produce a complete but minimal project. If you complete these features you should be satisfied with your project and feel good about sharing it with potential employers. These features should include those that you believe are most interesting and most essential to the project.
2. Features that would enhance the overall comprehensiveness of the software. They could make it easier to use, more secure, more visually appealing but not include features that are necessary for functionality. These are the “icing on the cake” features.
3. Features that complete a truly excellent project. Projects that make it to this stage could be hosted in the Apple App Store, Google Play or other publishing site for potential users. These projects are ready for user feedback.

Describe each feature in as much detail as possible. Provide screenshots of your or other software that demonstrates the feature. And, provide a straight-forward way to test it. If I had a copy of your project, how could I verify that the feature works? *You will be graded on your ability to define testable features that in combination describe a complete software project.*

# A Features

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| Feature | How to test it |
| Collection/Deck Building-  This will be the main portion of the application. This will allow users to add cards to their own collection. From the collection the user can make a deck that will pull cards from their collection and add them to a deck. | After signing in the user would go to the collection section. Here they would have the ability to see any cards already in their collection, add new cards to the collection or remove cards from the collection. There will be a subsection for decks. When adding cards to a deck they will have suggestions given to them based on existing decks. |
| Vocabulary-  This will simply be a place where users can look for specific keywords and see what they mean. This will also include examples of that keyword being used. | Navigate to the vocab section and search for particular words |
| Life Counter-  This will allow multiple users to “play” against each other. The players will be using multiple devices communicating over the server for this. The life counter will keep track of different stats throughout the game such as life, commander cost, commander damage (for each player that caused it) and poison damage. There will be a way to track the turn so the users will know who is going next. | After signing in the user will navigate to the life counter section. Here they will be presented with the options of creating a new game or joining an existing game using a game code or selecting from friends. The user will then select the deck they will be playing with or provide a name if they do not want to play with their own. From here you would track damage to you and fellow players. There will be multiple things to track during the game so each aspect will have to be tracked. |

# B Features

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| Feature | How to test it |
| Easy to navigate-  We plan to keep our site in line with a minimalistic view. This makes it easy for users to go navigate through the site. | Open the site and navigate through multiple pages. |
| Interactive Life Counter-  This will allow users to see specific changes done with little animations. | When using the life counter make changes to life total and other trackers. |

# C Features

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| Feature | How to test it |
| Scrapper-  Pulls images from the Scryfall site. This will allow our site to have all of the images for the cards as well as updated data. The Scryfall site has an api that allows access to their entire card database. | View the collection and search for a card |
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