

Card Editor documentation, Tools Programming

How to set up the project

To set up the project you need to make sure it got a connection to the MongoDB at the address localhost:27017. Also had to make sure that the database was created in Robo 3T. To compile the project, build from the CardEditor.App project. The project should the compiler successfully.

Be sure to create a new type before adding a card as there will be no types in the combobox otherwise.

In the card browser you can click on each entry in the table to display the respective card.

Json Files created in the export process was saved in the Debug folder in the CardEditor folder. The file is saved as cardName + "Card".json

Choices of solutions

Most of my choices for the project was how I was going to handle the database. I was unsure on how many collections I wanted to use. In the end I found that keeping it simple was the way to go for this project. So, in the end I ended up with two, the Card and Type collections. I also had some problems choosing how to set up the view but given that this was an editor I found that I wanted the user to get right into the editor and made the browser a separate window. I also considered having the card viewer as a separate window but realized that it would just be simpler to combine the browser and viewer into one.

Noteworthy challenges

One of the biggest challenges I faced was probably the relation between classes. I don't think my structure is very good. I'm sure a lot of what I do here could be streamlined, making it a lot simpler than it currently is. I did refactor the code a bit, but I feel I should have had a better plan when starting out.

What I'm happy with

I'm honestly very satisfied with how the browser turned out. I like how simple it is to use and how snappy it responds. Naturally it's not perfect and still experiences some crashes on the viewer part. But for what it is I think it does its job swimmingly. I also think the structure I chose for the database worked to my advantage. It's easy to use and enter new cards and types.

What I didn't have time for

Sadly, I didn't manage to make it so that the default starts showed up when selecting a type. I did also want to add a search function, but I was running out of time and had to get the assignment ready for upload. I spent a lot on the testing and forgot I hadn't implemented the default stats. They are saved in database, but they're not used anywhere. It's not good, but at least it's stored somewhere so I can at least access the relevant data