

Assignment 1 - Card editor

The project "AssignmentCardEditor.sln" should be able to be opened in Visual Studio 2019, compile and run.

I chose to create one main window with three different views.

In the first view you can create new cards or import a card from a json file. I decided to have a simple setup where the user can fill in the name, type, stats and choose an image to attach to the card. Type and image is for now allowed to be null but the rest of the fields need to have a value.

The second view is where you can create new types for the cards. This setup is also very simple, and I want to add functionality to modify and delete types later.

In the third window you can browse and view the cards created, you can also delete and export cards from the list. Later I want to create a better system for viewing cards where the graphics and stats are in the correct position on the card. I also want to create a search function in the card browser where you can search for names or specific stats.

I struggled with getting the different viewmodels to communicate with each other, so I added buttons on the views to update lists that were getting data from the database. This is something that was solved with events which made the updates instant.