



Group 4: Trading Card Game (TCG) Manager
Tanner Brelje, Joshua Gutman, Shannon Washburn, Keith Lara, Justin Shaner
Deliverable 3.1 | https://github.com/JoshGutman/CS386_Project/
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Definition of Technologies:

- Java:
 - The software will be coded in the Java Programming language. Java is one of the most popular coding languages used in the professional world, and would allow us to collaborate with ease due to the readability and accessibility of the language.
- Database Software (mySql, etc.):
 - In order to record the card database for the application, it is likely that the software will use an online database. Although this system in the has not yet been applied to the project, we will likely incorporate mySql in order to establish this connection. This kind of software helps create and establish databases to be used by other software.

Environment Setup:

We intend for the environment of the software to be easily connected in a simple and smooth fashion. The software will have a main system which tracks each of the collections. Whenever the user requests a card to be added, the software will contact the database, find the card, and signal that the total of that card has been increased. The program will also allow for collections of TCG's not tracked by the database. If the collection is lesser known, the database is not used, so extra information pertaining to the card will not be included.

User Interface Prototyping:

The prototype of the UI for this program will be as follows. The user is presented with the collection screen of the program. Here the user chooses to either create a new collection, or manage an existing one. From here, the user is taken to the collection's main menu. From here the user can access the functions listed at the bottom of this document. Whenever these functions are called and either cancelled or completed, the user is returned to this main menu screen.

Group Roles: (I assume we need to create roles such as UI Manager/Database Manager/ Lead Programmer/so on...)

- Justin: Worker Bee, Drone.
- Tanner: Lead Programmer, Database Designer
- Shannon: Programmer, Designer
- Keith: Programmer, Designer

- Joshua: Programmer, Designer

Code on GitHub: [link to github](#)

The code provided in this prototype covers the following:

- PokemonCard class
- YuGiOhCard class
- MagicCard class
- MainMenu class to implement
 - AddCard
 - DeleteCard

To access the code, please reference the newest commit of
TCGCollectionManager.zip