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Title: Magic: The Gathering Search App

Project Summary:

A website service for searching and displaying Magic: The Gathering trading cards. Users will be able to search for specific cards as well as manage a collection of favorite cards and decks consisting of cards. We will set up for one client and one MTG set only.

Project Requirements:

Use Case ID:	Use Case Name:	User Requirement:
UC-01	User Signup	Users can create an account: -User selects signup - system displays signup form -User enters information - system creates user and redirects to profile.
UC-02	User Login	Users with an account can login: -User enters login info - system authenticates and redirects to profile if successful
UC-03	Update site card list	Admin can update sitewide card list: -Admin clicks update card list - system presents input Form -Admin enters set name - system scrapes MTG API for set information and stores in database
UC-04	Add new admin	Admin can create new admin: -Admin selects add new admin - system presents form -Admin enters info for new admin - system creates new admin profile and persists to database
UC-05	Search for card	User, Admin can search for cards: -User goes to search page - system displays search form -User enters info into form - system queries database and displays cards similar based on input form info

UC-06	Add card to favorite list	User can add a card to their favorite card list: -User searches for card - system displays cards (see UC-05) -User selects add to favorite button - system updates user favorite list and persists to database
UC-07	Remove card from favorite list	User can remove a card from their favorite card list: -User selects favorite card list - system displays the list -User selects card - system displays card -User selects remove from favorite list - system updates user favorite list and persists to database
UC-08	Create new deck list	User can create a new deck list: -User navigates to profile - system displays profile -User selects create deck - system displays empty deck list
UC-09	Add card to deck list	User can add cards to a deck list: -User searches for card - system displays card (UC-05) -User selects add to deck - system displays input form -User enters number of cards to add and submit -system updates deck list and persists to database
UC-10	Remove card from deck list	User can remove cards from deck list: -User navigates to profile - system displays profile -User selects deck list - system displays deck list -User selects card - system displays card -User selects remove card - system displays form -User enters how many to remove - system updates deck list and persists to database
UC-11	Remove users	Admin can delete users: -Admin chooses user list - system displays user list -Admin selects user - system displays user information -Admin selects delete user - system removes all related user information from database

UI Mockups:

### Login Page

User Name

Pass Word

Not a User?

### Search Page

Card Name

Results:

Card Name	Card Text	<input type="button" value="Add to Deck"/>
Card Name	Card Text	<input type="button" value="Add to Deck"/>
Card Name	Card Text	<input type="button" value="Add to Deck"/>
Card Name	Card Text	<input type="button" value="Add to Deck"/>
Card Name	Card Text	<input type="button" value="Add to Deck"/>

### User Profile

Deck List Send for Cards

Favorite List

### Admin Profile

All New Admin

Delete Users

Update Card List

### All New Admin

User Name

Password

### Delete Users

Username

Results:

ricky1234

### Update Card List

Enter Card Name

### Favorite List

Favorite Cards:

Card Name	<input type="button" value="delete"/>
Card Name	<input type="button" value="delete"/>

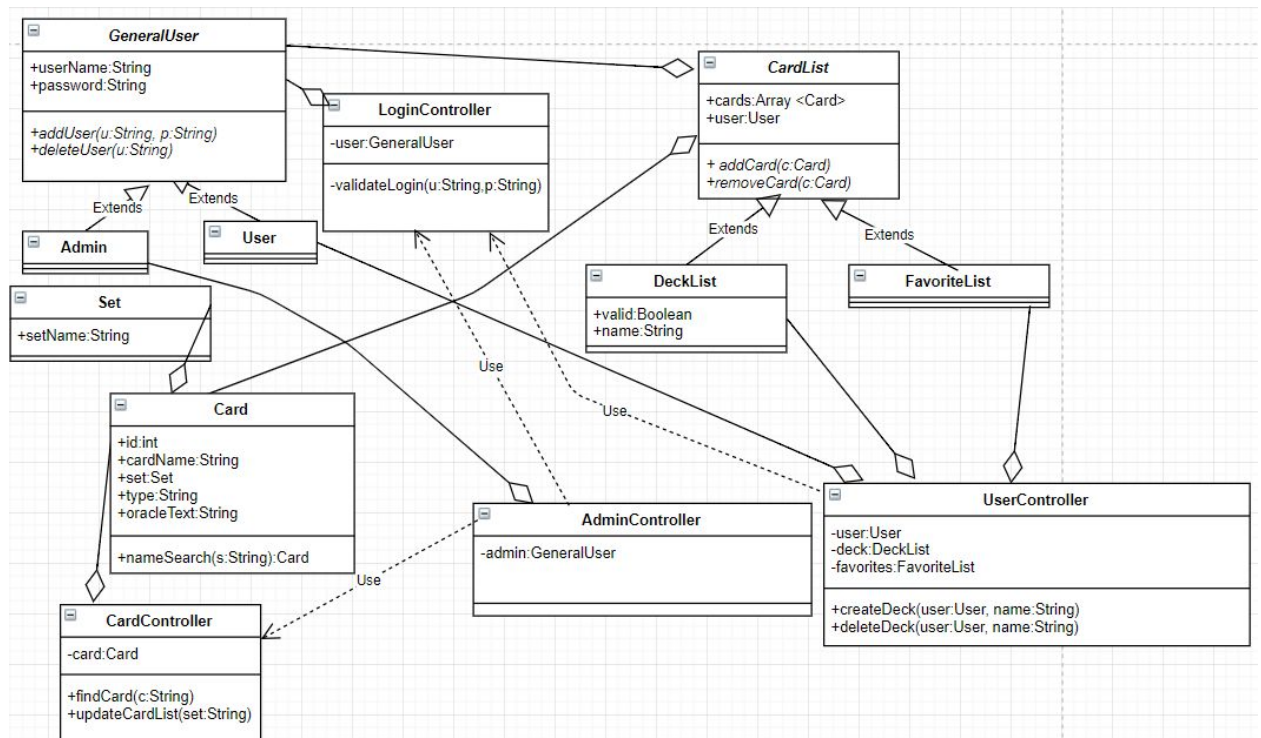
### Deck List

Deck is deleted

Deck List:

Card name, quantity	<input type="button" value="delete"/>
Card name, quantity	<input type="button" value="delete"/>

## Class Diagram:



Note: All Controllers inherit from Ruby on Rails ApplicationController class. All Models (non-controllers in the above diagram) inherit from Ruby on Rails ActiveRecord::Base class.