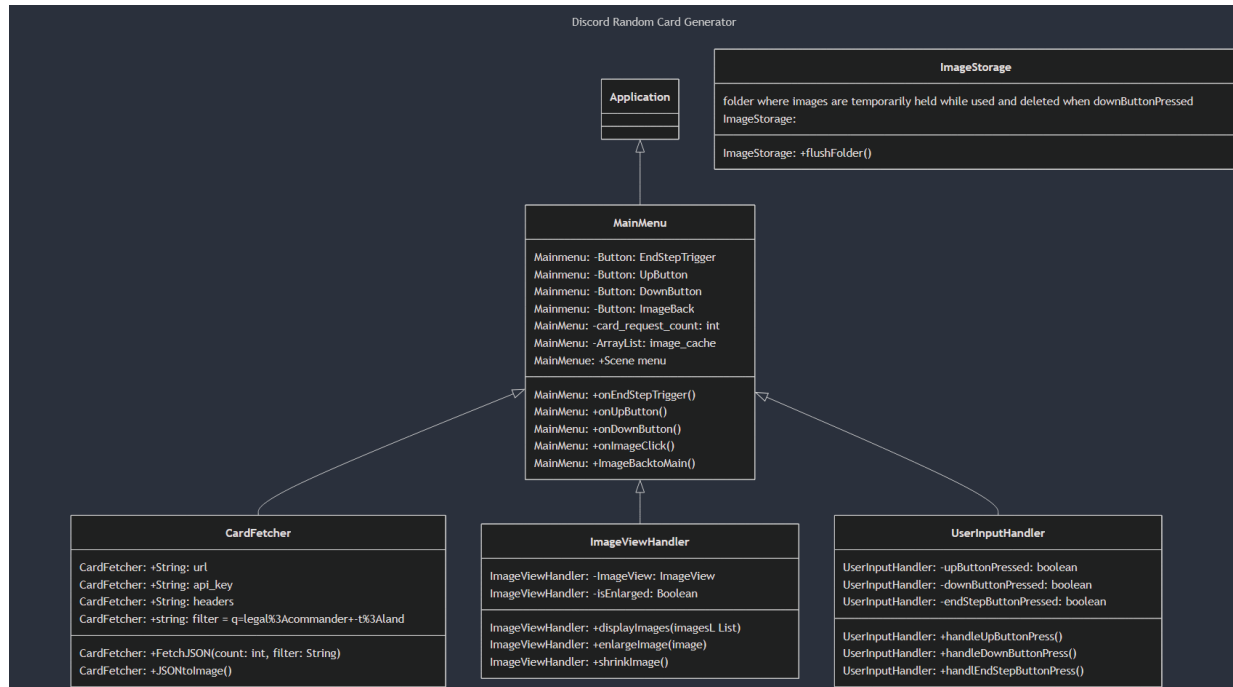


- Your project name, team name and team member(s)
  - Project name
    - MTG Discord Card Finder app
  - Team name
    - Disharmony
  - Team members
    - Marc Bienkowski
- Describe what you are trying to build, why do you want to build it, what it will be useful for, how it will be used, etc.
  - What
    - I want to build an android application that will, at the press of a button, access the website “scryfall”’s API in order to make a web request of a random non-land magic card from the card game “Magic the Gathering”. The application will display the cards it requests in an easy to use and practical way as it’s meant to be used in relation to playing the game.
  - Why
    - In the game there are special cards called commanders that you built your deck around, the commander “Discord, Lord of Disharmony” allows you to play with any random card in the game. The issue with this is that it is a bit time consuming to go to the website, type in the filter, then find a random card-which doesn’t even consider using the ability multiple times. The application is meant to make the game more fun to play by reducing the amount of time it takes to find these cards and thus spend more time playing the game.
  - Use
    - It’ll be very useful to me as it will allow me to play the game much faster which is important as turns are often long so reducing overall turn cost makes it more fun for every player as more things can happen. The design will be based on a button on the bottom to get a random card, alongside a button next to it that determines how many random cards will be grabbed. Then there will be a scrollable view of each grabbed image that can be enlarged when tapped on; additionally you can individually replace an image with another web request instead of resetting every image instance.
- (Important) Draw initial UML class diagrams



- Plan and estimate of effort

- My plan is that during the first week I want to get an understanding of how Android Studio works so I can figure out how to design the layout of my application. UI is very important for this project as functionality is its core goal in progressing game time as the app is an alternative to using the native scryfall website random card generator. I think this won't be too hard I have already found a good video I saw relating on how to build a calculator in Android studio using Java FX, so I will take notes to help build my layout. Next week I will implement the classes and function and get the program to display some images while having a working button and image enlargement system. Then I will spend the next week optimizing the functionality of the app in addition to working on the scroll mechanic for when multiple cards are requested.