CardHub

Trading Card Store Management System

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CS425 - System Requirements Analysis

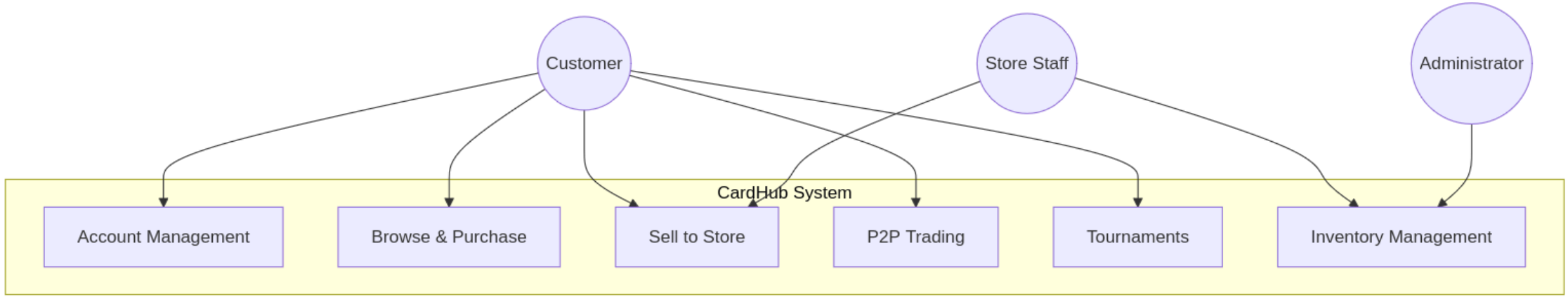
The Problem

Trading card stores struggle with:

- Managing inventory across multiple games
- Tracking customer purchases and sales
- Organizing community events
- Providing a platform for peer-to-peer trading

CardHub simplifies store operations and builds community

System Use Cases



Key Features

For Customers:

- Browse and buy cards online (in-store pickup)
- Sell cards to the store for cash
- Trade cards with other customers
- Post and join tournaments

For Staff:

- Manage card inventory
- Complete customer sell transactions
- Update card prices

Next Steps

Completed:

✓ Vision Document

✓ Use Case Model (6 major use cases)

Coming Soon:

- Full system design
- Database schema
- UI mockups
- Implementation