Programming Patterns Final Project – A WIP  
  
Scenery:

Fantasy card games are a phenomenon that has been popularized across the planet. For games such as Pokémon, magic the gathering and Yugioh there is a common issue that occurs to all players. This issue is card management.

Each game requires the player to create a deck of cards. The cards that compose these decks can be acquired in several ways (through the purchase od singles, the purchase of card packs or prebuilt decks, or even through trading cards with other players). Since there are so many cards and combining these cards together can lead to new possibilities. Most players will have a large collection of cards, and this collection can easily get out of hand when it comes to organization and trying to find specific cards within the collection.

This is where our application may benefit their lives of these players, Saving them time, patience and their sanity. Our main goal is to provide a single app in which users can upload their collection by finding an existing card in our system’s database. As well as giving users to quickly make new decks. Additional functionality includes an auto-battler in which users can test run their decks against official premade decks or even decks that have been uploaded online.   
  
(Something like this??)