C\*A\*R\*D

(Collectibles Aggregation and Retail Determination)

Development Team: The CARDeologists

Developers:

Benjamin Klybor

Nick Tulio

Parker Fairchild

Jahkel Robin

Introduction:

Collectibles Aggregation and Retail Determination (hereafter referred to as the Software) will be an omnibus aggregation and valuation platform designed to keep track of the User’s current collectibles inventory (hereafter referred to as the Collection), the Collection’s current value on the market, and facilitate communication between users. We define a collectible to be an after-market item which is gathered and valued by a large enough group of people to establish a niche market in its own right. We define the current value of a collectible to be whatever the going rate for the collectible is when searched for on e-commerce websites such as E-Bay and other collectibles trading websites. The Software will be able to read in and store the names and descriptions of the User’s Collection and give an approximate valuation based on the current value of each item in the Collection. Items will be able to be added and removed by the User at the User’s discretion. The current value of the Collection will be updated periodically or on request by the User. Users will be able to communicate with each other via an internal messaging service in order to discuss Collections and trading outside of the Software.

Purpose:

While collectibles trading websites already exist and the neighborhood comic book store and/or antique shop are already well established, aggregating and valuing an entire Collection of unrelated collectibles can be difficult if not impossible due to the myriad outlets for valuing each item. The Software will fulfill the need of collectors who want to keep track of their Collection, know the current market value of their Collection, and who want to communicate with other collectors whether to discuss common areas of interest or set up a trade or sale of items.

Platform:

The Software will run on Microsoft Windows.

Audience:

Collectors who want to know the current value of their collectibles. Current goals are to get the Software to get you up and running to value and store playing cards from the game Magic: The Gathering, but we see the audience expanding further as we add additional functionality.

Team Dynamic:

Meetings will be on Tuesdays from 3-4p.m. and Wednesdays from 6-7p.m, set goals at each meeting to be accomplished by the next meeting. Benjamin Klybor will be in charge of the schedule. Benjamin Klybor and Nick Tulio will be in charge of designing the Software and Jahkel Robin and Parker Fairchild will be in charge of writing and updating the code.

Detailed Description:

1. The User Interface
   1. We will use Visual Studio to design a graphical user interface that will run on Microsoft Windows
   2. Users will be able to manage their inventory and message other Users using the graphical interface alone
2. Program Processing
   1. Will search several collectibles trading sites for the items listed by the User and get the current price for each item
   2. Will keep track of the Collection’s total value over time and keep the user informed of the current Collection value, discussion offers, and major changes in Collection value
   3. Will allow Users to message each other via an internal messaging service
3. Data and Storage
   1. Will store the Collection locally on the User’s machine in comma separated values (.csv) files
   2. Prices will be searched and updated every time the user logs into the program