AllCards - Presentation Script

Slide 1 – Title Slide (Anisur)

Welcome everyone. This is our team: Blaise, Richard, Ryan, and myself - Anisur.

I am sure many of you either collect or have heard of trading cards.

Our capstone project will be a web app that will be designed to bring trading card collecting into the digital era by giving users a personal, searchable digital binder for their collections.

The name of our project, AllCards.

We're excited to show you our vision.

Slide 2 – UI Example (Anisur)

This is a mockup of the AllCards interface.

Users will be able to browse their real-life card collections, organized by sets or series like Pokémon, Yu-Gi-Oh, Magic the Gathering, etc.

The idea is to recreate the feeling of flipping through your card binder, but on your screen, from any device.

That way you can share with others your collection, or maybe even dual.

Slide 3 – Real-Life Use Case (Anisur)

A typical user scenario.

Say you just opened a box of Yu-Gi-Oh cards.

As you're building your deck, you wonder if you have a card, like Dark Magician, already in your binder.

Instead of flipping through physical pages, you search for it directly in the app.

It's fast, searchable, and personalized.

Slide 4 - 5 – Problem & Vision (Blaise)

Our vision is to create the most intuitive and personalized digital binder experience.

A place where collectors can truly own, explore, and organize their collections the way they want.

The problem we're solving is that current physical binders aren't easily shareable, and existing online databases don't feel personal.

People also spread their collections across multiple sites. AllCards brings it all together in one place.

Slide 6 – Target Audience & Differentiation (Blaise)

Our audience includes casual and hardcore collectors, newcomers to trading card games, and competitive players.

Whether you collect Pokémon, One Piece, or Yu-Gi-Oh, AllCards gives you a single space to manage them all in a beautifully customizable interface.

It's personal, visual, and flexible, not just a spreadsheet of names.

Slide 7 - 8 – Tech Stack (Richard)

AllCards will be built as a web application.

- Frontend: React + TailwindCSS for a responsive UI

- Backend: Firebase handles auth and real-time data

- Database: Firebase Firestore for cloud-hosted card data

- APIs: We're using the Pokémon TCG API and plan to add more

We also use standard web languages: HTML, CSS, and JavaScript. This setup is fast to develop and easy to maintain.

Slide 9 - 10 – MVP & Stretch Goals (Richard)

For the MVP, users will be able to:

- Upload images of their cards
- View them by franchise or custom-built decks
- Organize them using tags or series names.
- Create a login for saving and syncing their collections.

Our stretch goals include:

- Advanced filtering by rarity or tags
- Social features like public collections and sharing
- A Showcase Mode for highlighting cards (potentially a carousel view)
- Integration of APIs for auto-tagging metadata and verifications.

Slides 11 - 13 – Timeline (Ryan)

We've mapped out a 9-week development timeline for the remain of the semester:

Week 1 – Setup & Planning
We finalized our goals, agreed on a tech stack, and set up our GitHub workflow. Wireframes were also created to align on UI vision.

Week 2 – UI Mockups & Firebase Setup
We built out mockups for key pages, configured Firebase, and laid down the foundational file and routing structure in our app.

Week 3 – Authentication & Card Upload

This week was all about implementing login/registration and developing the upload feature — letting users add cards with image + metadata.

Week 4 – Collection Browsing & Layout Improvements

We created a gallery-style view for browsing cards, added support for sorting by franchise or set, and refined the card layout visually.

Week 5 – Organizational Features

Here we introduced tagging, set-based grouping, editing, and deletion features — letting users fully manage their collection digitally.

Week 6 – MVP Polishing

We cleaned up bugs, optimized responsiveness, and conducted internal user testing. This week also focused on finalizing core MVP features.

Week 7 – Advanced Search & Filtering

We added search by name and tags, and filtering by franchise or rarity — making collections easier to explore and manage.

Week 8 – Showcase Mode & Sharing

We began building a "Showcase Mode" that lets users visually highlight their decks or binders, with public sharing as an optional feature.

Week 9 – Final Polish & Presentation

In the final week, we're making styling tweaks, preparing our final slide deck and demo video, and doing a full project review and code cleanup.

By the end of this, AllCards will be a fully functional digital binder platform, ready to present — and ready to impress.