

GottaCatch'emAll

A pokemon card exchange system

Basic features:

1. User's Card List: Users can add cards and their values and can use it for other features.
2. Trade: suggestions, trade cards for other cards or website balance
3. Balance Transfer Integration: Balance transfer across the system for features
4. Battle with the card: First one to reach 100 wins, Three types of moves for each player.
5. Wishlist: User can add the cards that he wants and doesn't own to his wishlist.
6. Notification: Based on auction and Trade success and Battle status. It also works for confirming and finishing Trade and Auction
7. Reward System: Daily Login Reward, After Battle, Winner gets 200 bonus added to his balance and loser loses 50 from his balance.

Special feature:

1. Auctioning golden / holographic rare cards: put cards up for auction. Time limit can be customized
2. Auto matching: based on Battle Queue
3. Personal Chat system between players

ER Diagram Link: <https://surl.li/errodi>

Schema Diagram Link: <https://tinyurl.com/3vannzhy>

Database Link: [gottacatchemall.sql](#)

Github Repository: <https://github.com/ZarinTasnimNadia/CSE370L-Project-Gotta-Catchem-All>

Project Report link: [CSE370L-S11-Summer 25-Group 2-Project Report](#)