Pokedeck

Technical report / User manual

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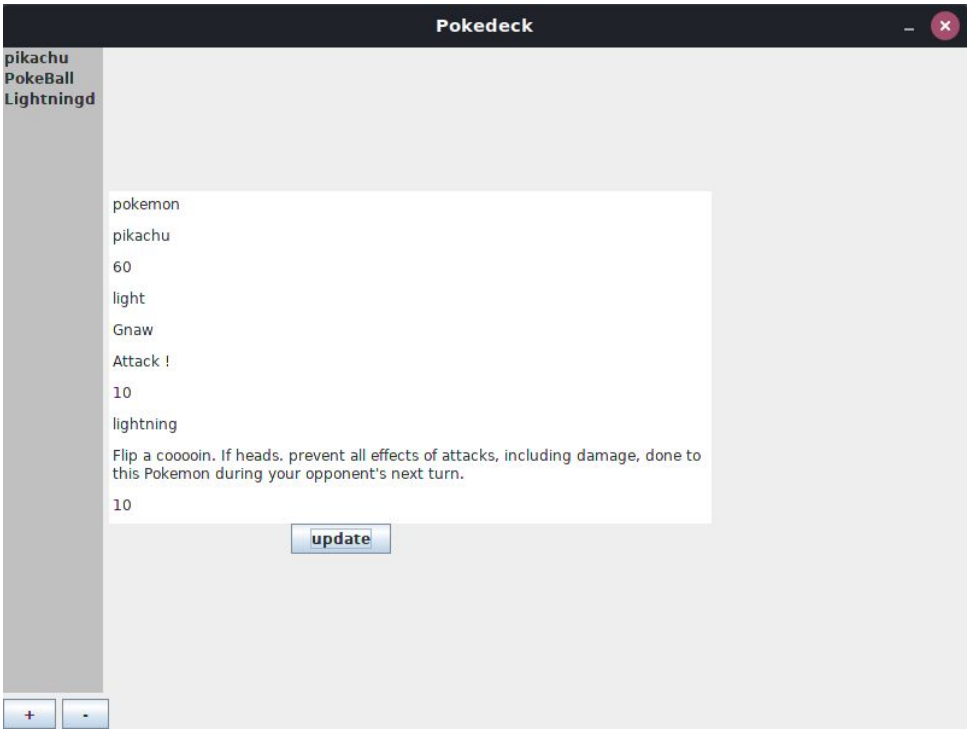
Introduction

This document is composed in 2 parts. The first part explain how to use the pokedeck (user manual). The second part explain the conception of it.

This app was completely write in java. I did it alone in 2-3 days.

The goal of this app is to save your collection of pokemon card into a real pokedeck. With it, you can consult your pokedeck any time. Obviously, you can add and delete a card into it and also edit it.

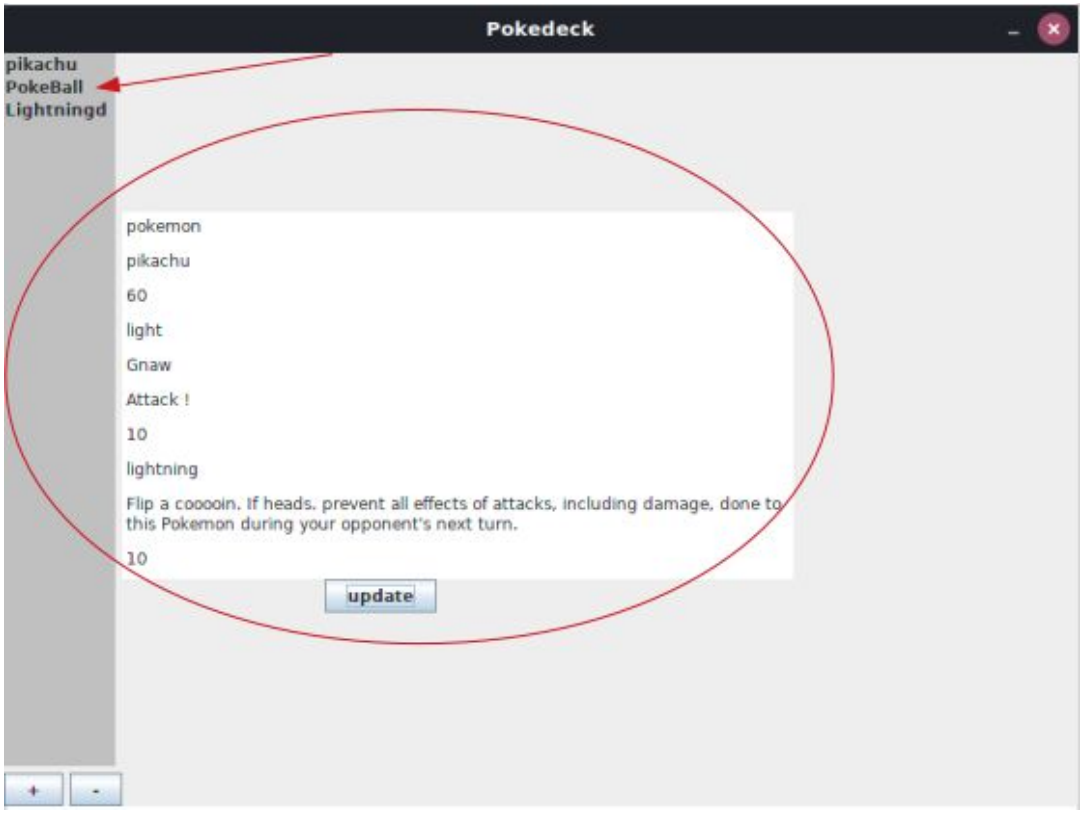
User manual



The User interface of the pokedeck is really simple to use (maybe too much). On the left you have the list of your card, on the middle into the white frame, you have the info of your selected pokemon.
Under it, we have the button to save the changes you have made of it.
In bottom left, you have an “+” and a “-”. The “+” is used to add a card and the “-” is used to delete a card.

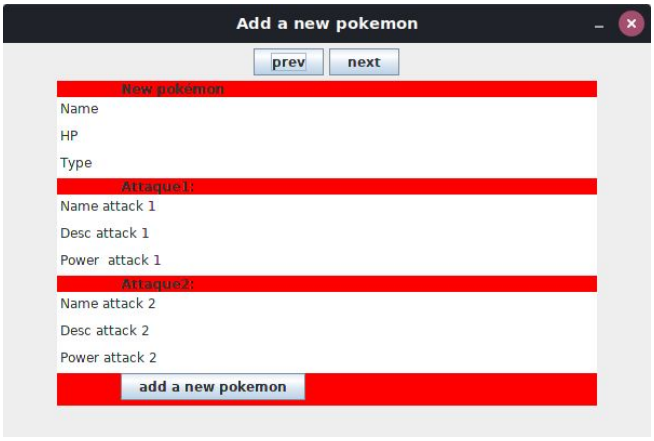
Read your pokedeck:

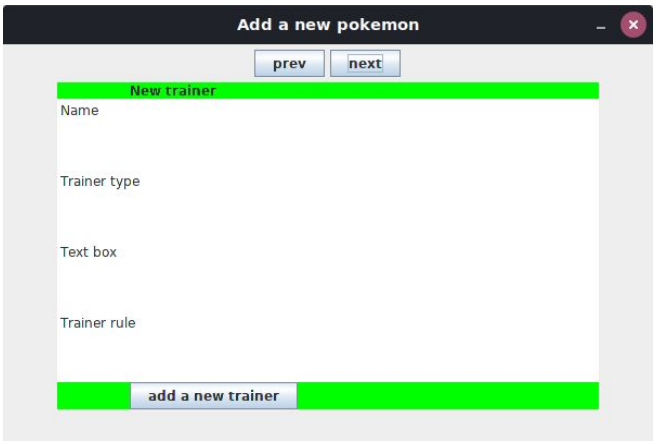
To read a card of your pokedeck, you just need to click on it into the list on the left of the screen.



Add a dard:

If you want to add a card, click to the “+” in the bottom left. A window is opening. With the button “prev” and “next” select the type of your new card. You can add a pokemon, trainer or energy card.





Complete the field of your new card and click on “add a new …”.

Warn: For a new pokemon, write only numeric character into the HP and power attack fields.

Delete a card:

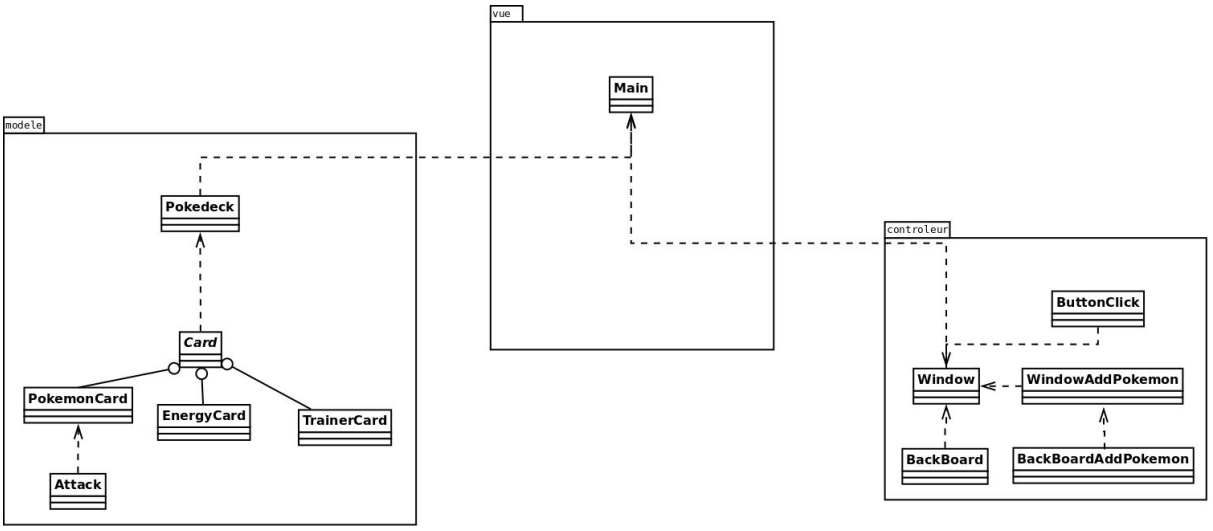
If you want to delete a card, you just need to select it into the list and click on the “-” under the list.

Update a card:

To update a card, select an pokemon, edit field you want to update into the white screen, click on “update” and is done.

Technical report

Class diagram:



Serialization:

The pokedeck save in memory the pokedeck into a Json file with the package Gson. the serialization are did into the class “Pokedeck” dans les méthodes “addCard”, “rmCard” and “updateCard”.

Change need to do

1. I think the MVC is really bad.
2. The user can edit the type of the card, and that provoke a bug.
3. The window to add a card is named “Add a new pokemon” and not “add a new card”.
4. At the starting the app that was better to hide the “-” and “update” button as long a card are not selected.
5. The UI is really ugly... but he works :).
6. Show “60hp” and not just “60” for the hp of an pokemon. Same for power attack.
7. when you close the window to add a pokemon, all of the app is closing.