Plans and Progress (Probably biggest part of the report) Monday of Week 11.

Give as much detail as you can about what our project will do and how we will do it. Also include how far we have got with developing any features or outcomes for our project. Describe the story of our project, how it began & progressed and what stage we are up to. Include any dead ends we may have followed, decisions made and any changes made. This needs to be very detailed.

**Plans and Progress**

**The Plan**

This project was originally an idea for simple collection catalogue where a user could store information on collectables they own. It would consist of two lists, one that would contain the catalogue of items and on that would contain the items the user would like to trade. These two lists would be handy ad they would allow the user to search for a particular item, such as a trading card without having to sift through their entire collection to see if they own it. This Idea in alone would be a great product and very simple to design.

After a number of discussions with the team in regards to the possibility of creating other features to expand on the idea of the product, the team decided to make the simple collectible catalogue more of a social media platform where collectors could view other users collectables, see what they are willing to trade and organize the trading of items.  
The program would also feature a news feed containing information posted by contacts, a market place where you could post items to trade, a calendar with information about upcoming events such as Comicon or Armageddon, a database of products from the likes of Pokemon, yugi-oh and magic the gathering, and finally a video chat player versus player platform where users could have card battles online.

Of course this was a lot to do in a small amount of time. So the team decided on a simple user interface with a database, the catalogue and trade lists and the news feed.

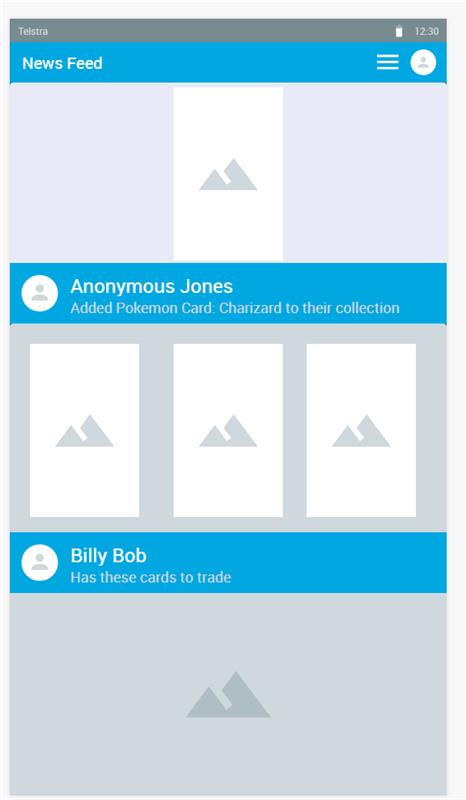
**The Program Design**

With a solid idea of what the basic program needed, the team began designing the program. The program and interface would be written using Java, and the database would use SQL. As mentioned earlier, the basic layout of the main application would be a user interface consisting of two lists using JList from Java swing class, one list for the users collection catalogue and the other containing all of the items the user desires to trade. Each list will have a text field also from the swing class. The text field on the collection side would be used to add to and search for items in the collection list. The text field on the trade side would be used for the soul purpose of searching for items in the trade list. Items would be loaded from the collection list to the trade list by selecting the item then pressing the trade button on the trade side of the interface. The final feature of the basic lay out would be a delete button above each list that would allow the user to remove items from the lists if the item had been sold, traded, or simply lost.

A screenshot of a social media post

Description automatically generated  
*CollectStra app Basic layout before GUI design added*

Next would be to create the news feed. This section of the project turned out to be a bigger task than we had hoped, unfortunately due to time constraints the team had to focus on tasks that were more important to the completion of the project and we did not have enough time to get the news feed off the ground. However in the future we plan to complete this feature and add it to the finished product. Here is an example of what the news feed will look like once it is completed. As you can see the news feed has similar look to Facebook or Instagram. The team at TextraOne believe this is the best way to present the app to users as most will already be familiar with operating Facebook. TextraOne would like to make this application as user friendly as possible.

  
*Sample GUI of news feed designed by Tim Hall*

Next we will discuss the database of items from brands such as Pokemon and Magic. One of the great features of the application will be the database containing all of the collectables that have been released by brands such as magic and Pokemon. At the touch of a button you could see the title, picture, rarity and the stats of any trading card in a collection. This would give the user the ability to see what card they would like to acquire, what cards are available and cards that would work best with their personal battle style. This will be an invaluable tool for any die-hard Trader.

The database of course would grow and become more refined in later updates. There would to be legal assessments and talks with the big name brands to acquire permission to access there database and syphon the information to the CollectStra application database. How ever this is an issue that will be addressed once the application is closer to completion. Once again, this feature proved more difficult than the team had hoped and as a result it was not completed in time to be implemented into the assignment.