**ITAS 282 Final Project Idea**

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**Star Wars Imperial Assault Campaign Tracker.**

**Project Topic:**

A popular campaign style game called Star Wars Imperial Assault needs an updated tracking app. As campaign games are usually played over multiple sessions on separate days, it’s important to be able to keep track of certain pieces of information between sessions of the game. This app serves the purpose of keeping track of cards purchased as well as money ($) and experience points (xp) earned and spent, so that the information is easily accessible the next time the game is played. An app has been previously developed but hasn’t been updated in over 6 years with the new expansions of the game that have been released. The android app store shows over 10,000 downloads for the original version of the app. The app was only created for Android in its initial form, it was never created for iOS.

**Needs Analysis:**

Online forums such as reddit and the reviews of the app on google play store show that there is demand for the app to be updated. Also of note, the app is no longer accessible for most users as it was created for an older version of android. Users that already have the app downloaded may continue to use it, but new downloads are not available from Google Play Store. My proposal is that I would create this as a fully responsive Web App to be accessible on any device. A simple google doc has been shared by the board game community, but the app currently being used by some players is much more user friendly and lists all implements available.

**User types:**

There would be one user type: User. This web app will be used by Star Wars fans who play the board game Star Wars Imperial Assault. Generally, only accessed by one person per game to keep track of experience points (xp), money earned ($), and attachments purchased.

**User Stories:**

* **As a user** I want to be able to create an account and log in to keep my information separate from other users.
  + **Acceptance Criteria:** The user will be able to create an account and log in, only seeing their own information.
* **As a user** I want to be able to create a new campaign and keep track of each campaign of the game separately.
  + **Acceptance Criteria:** The user should be able to create a new campaign and the information is available separately from other campaigns.
* **As a user** I want to be able to see how much $ the characters have to spend. This is so the team knows how much money they have to spend. Stretch goal: This could also show a log of what has been bought/sold on a separate screen.
  + **Acceptance Criteria:** accurately show total available $ on screen.
* **As a user** I want to be able to see how many xp each character has to spend. This is so that they will know which attachments/abilities they can afford to buy.
  + **Acceptance Criteria:** accurately show available xp on screen for each player.
* **As a user** I want to be able to calculate $ earned during each session of the campaign. Example: when a character buys a weapon that costs $400, the $400 will be deducted from the campaign’s total money.
  + **Acceptance Criteria:** The user should be able to buy a card worth $400 and the $400 will be subtracted from the total $.
* **As a user** I want to be able to calculate xp earned during each session of the campaign. Example: when a Character buys a new ability that costs 2xp, the 2xp will be deducted from the individual character’s xp bank.
  + **Acceptance Criteria:** The user should be able to buy a card worth 2xp and the 2xp will be subtracted from the character’s xp allotment.
* **As a user** I want to be able to sell weapons and abilities back to the main supply for a credit of ½ of the original $ cost. This is so weapons and abilities can be upgraded and to get rid of things that can no longer be used.
  + **Acceptance Criteria:** The user should be able to sell back a weapon that cost $400 for a credit of $200.
* **As a user** I want to be able to see a list of all cards available for purchase. (This could be sorted by expansion) This will allow the user to know what has been purchased and what is still available.
  + **Acceptance Criteria:** Show a list of all of the cards available for purchase. Some of the cards are specific to Characters, so these would need to be categorized. Cards are also different types accessed at different times and that would need to be kept track of.
* **As a user** I want to have an easy to use and fully responsive user interface/user experience.
  + **Acceptance Criteria:** UI/UX tested for responsiveness and ease of use.

**Tech Stack:**

* Web App for cross platform and ease of release.
* Firebase for auth and database.
* React frontend.
* A small amount of funding is available to get the project started: purchasing domain etc., but ongoing expenses would hopefully be supported by user subscriptions.

**Key Tasks:**

* Gather database information. Lists can be obtained online but would need to be verified to ensure completeness. (I do not own any of the games currently, and borrowing from the friend who owns them and manually entering would be cumbersome and very time consuming. They also probably do not have all available expansions.)
* Gather information from a current app User to see what exactly needs to be documented. Many aspects of the game are not necessary to keep track of. This is mostly just to keep track of $ and xp between sessions of the game.
* Enter data as Json file?
* Authentication for user accounts.
* Create Database.
* Coding to save information to database.
* Coding to retrieve information from database.
* User friendly & fully responsive UI.
* Set up paywall functionality. Some access for free, charge for full access/free trial period?

**References and Resource Links:**

<https://www.reddit.com/r/ImperialAssaultTMG/comments/f3har7/imperial_assault_campaign_tracker_app/>

<https://play.google.com/store/apps/details?id=com.gau.ia.campaign.log&hl=en_CA&gl=US>

<https://www.boardnbones.com/2022/03/20/star-wars-imperial-assault-complete/>

<https://imperial-assault.fandom.com/wiki/Imperial_Assault_Wiki>