

# Pokedeck project

- **Features**

- Create a deck
- Add card to deck
- Remove card from deck
- Update a card
- Show all cards from a deck
- Search a card by Energy Type and by Name

- **Architecture**

- The Model part is in the « game » folder
  - Every class in it are used to create game objects like a Card, a Deck, an Attack
- The User Interface is in the « ui » folder
  - We have three class here , one to launch the game, and the two others to launch the deck menu and the card manager
- The solution launcher is the « pokedeck » class
  - Allows the user to play the game

- **Problems encountered**

- Struggling to understand when to use JUnit Tests, because most of the program functions required an interaction with the user, so it was not possible to finish the tests
- Lack of knowledge on Java