Team 07 - Sevens on the Stack

Card Collection Organizer

01

Introduction to Project

Introduction

Web App Description

A sleek app that allows users to digitally scan, organize, and view their physical trading cards in a visually appealing, easy-to-use digital collection.

Problem/Solution

The idea is to cater to an audience that seeks a way to keep track and show off their cards in a digital format that allows for easier access and viewing than their physical counterparts. The emphasis is on making it easy to use, intuitive, and have the features integrate into each other seamlessly.
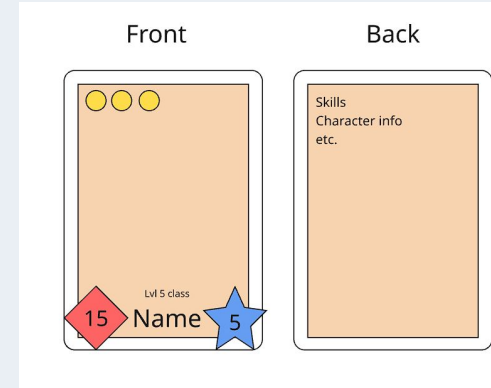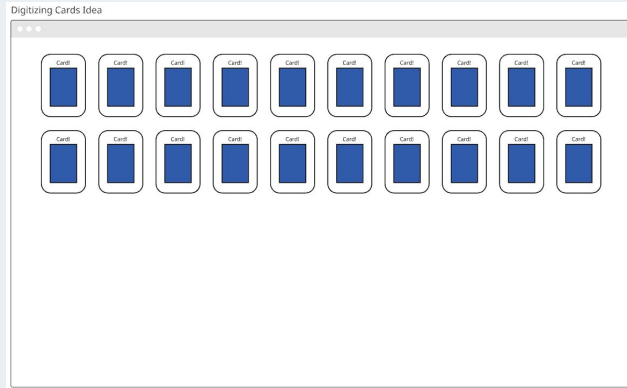
02

Wireframes & Diagrams

Real World Example

Similar to how card collectors use binders to keep track of their cards (ie. pokemon cards), the app offers a digital alternative to this.

Concept/Feature Wireframes

The minimum intended features are a way to upload and manage card images, a way to view each card individually, a way to group, label, and view multiple cards, and a smooth UI that integrates these features into proper user stories based on user research.

03

Risks & Rabbit Holes

3 Main Risks

Camera Scanning

To integrate this into the base tech stack can be difficult and create issues with implementing and making this feature work well.

Storing Card Data

Storing the images and cards beyond localStorage can be tricky and the tools used will need to be considered carefully.

Social/Friend Features

If we consider implementing integration with allowing users to view other users data it can add too much complexity.

Key ideas in market opportunity

Research new markets

Analyze existing customer needs and identify gaps in the market to find new opportunities

Innovative solutions

Utilize technology and customer feedback to come up with novel solutions that meet your customer's demands or needs

Stay ahead of trends

Monitor changes in the marketplace, such as shifts in consumer behavior or emerging technologies, to stay competitive and capitalize on new opportunities and trends

Seasonal spikes

Identify times of year when demand for certain products may spike, such as holidays or special occasions, and use these times to target customers or maximize sales
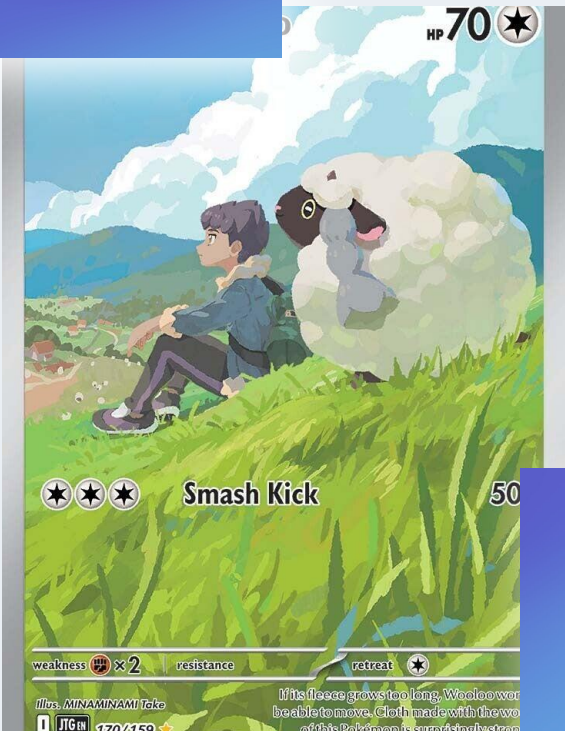
Target Audience

Using user research we'll settle on a **specific** type of potential user to develop the web app around.

Timeline

We'll divide into teams of frontend/design and backend as well as members that can bridge the gap and increase our bus factor.

Prioritization

Using the list of MVP features we'll prioritize simpler versions of them and make things more complex and attack our "nice to haves" as we progress.

Any Questions?