Team 30 (Nerdy-Thirty)

Project Pitch

Statement of Purpose

Our purpose is to design a card collecting app for UCSD CSE students — one that can provide them collectable cards of their favorite professors, in an entertaining and learning environment. Our purpose is to help students succeed academically through effective flashcard study tools, while adding a fun, collectible element that celebrates their learning journey. By passing a course using the app, students unlock a digital trading card of their professor, making education feel rewarding.

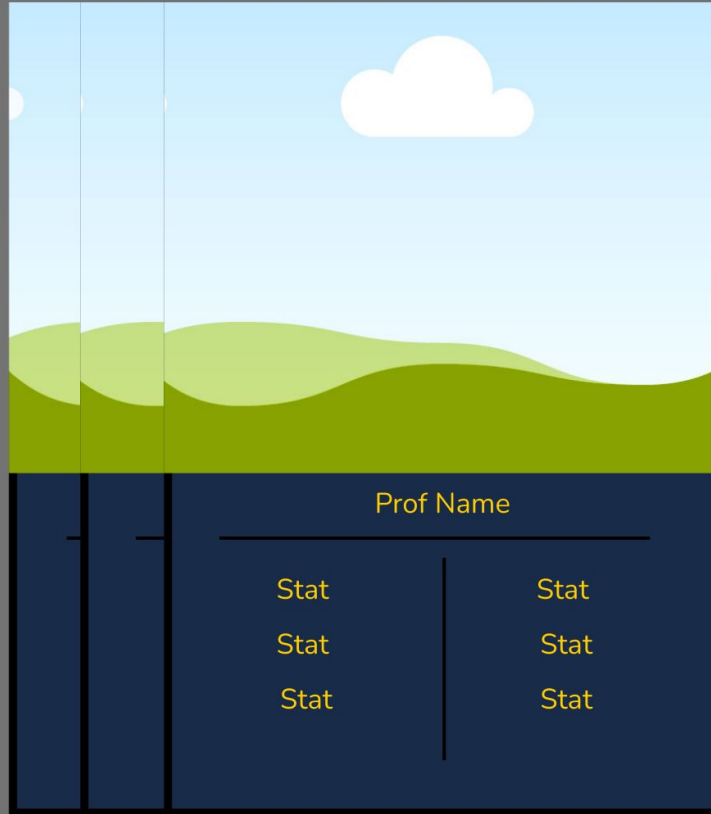# Visual Representation of Flash Cards

Term

Click to flip

Edit List

Next

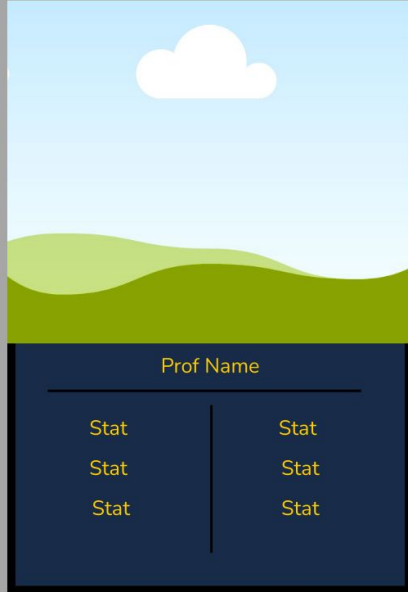Previous

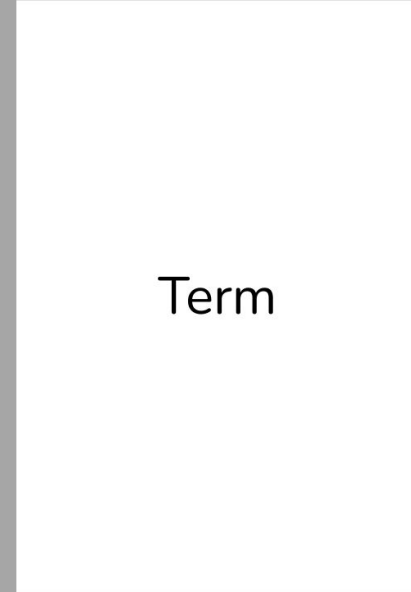# Visual Representation of Card Collector

Your Rating

Change Rating

Prof Name

Stat   Stat

Stat   Stat

Stat   Stat

Next

Previous

Visual Representation of Main Component

Prof Name

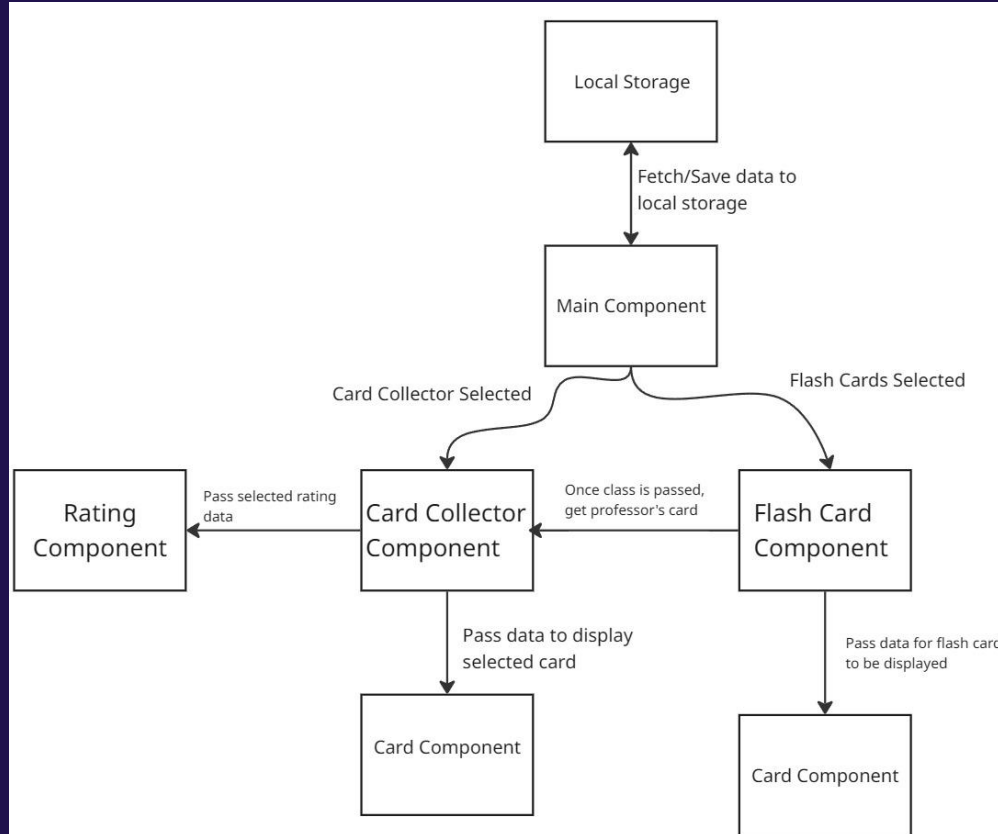Stat   Stat
Stat   Stat
Stat   Stat

Card Collection

Term

Flash Cards

System Diagram

MVP (Minimum Viable Product)

Our MVP would focus primarily on the card collector aspect:

- Data fetched from a local storage for information (no login required)
- All professors cards and their variations would be unlocked by default, the user would be allowed to select up to 3 cards that they want to keep, one of each type. That way the actual "collector" aspect is still available.
- No rating system for the minimum product, so long as the card collector aspect is functioning
- Basic card animation components (flip, spin, etc.)

User Personas

Persona 1:

- Name: Stuh Dent
  Details: A UCSD student who is majoring in CSE, enjoys learning new concepts related to programming and wants to complete as many courses as possible.
- Wants: An engaging way to learn or refresh his knowledge of concepts, flashcards
- Doesn't want: Fancy UI or unnecessary extra features that aren't related to the flashcards or the professor cards, unnecessary minigames that might distract from flashcards

User Personas

Persona 2:

- Name: John "Collector" Doe
  Details: Loves collecting cards, both digital and physical. Doesn't matter what the cards are about, he loves the concept of collecting them, especially those with unique ideas.
- Wants: Diversity of cards, different types of cards (rare, super rare, etc.), a collecting aspect that lets him obtain more cards in a fun and entertaining way.
- Doesn't Want: Prices for selling, card duplicates, tedious or grindy methods of obtaining cards or currency

Risks and Rabbit Holes

Some of the Risks/Rabbit Holes we expect for this project to be:

- Too many CSE professors in the department to be added for such an idea. As such, we may only implement a select amount of professors for it, as well as making alternative versions of the same professor's cards.
- The scope of the app possibly being too big, with the combination of card collecting and flashcards. Emphasis will be placed on card collecting first, so that we are ensured that the main scope has been implemented
- Ensure that the professors are not implemented in a mocking or critical manner.

Additional Details

- Will be focusing on the Card Collecting aspect first
- Possible ideas of implementing a currency system for opening card packs to obtain more cards, not a confirmed thought yet but is an alternative idea the group agreed on
- If someone obtains a card they already own, that card can be converted into currency.
- Since we already have a general idea of Card components due to the warm up, they will be partly implemented into the project, obviously with the extra additions to make them stand out.