

I choose an MVC pattern for my project because the Pokedeck really looks like a Database to me and I think the MVC really works well (for organization) with this kind of application.

I choose to put some of the program configuration in files (list of expansion, trainer card type) because a non-programmer user may have to modify them ("ex: a new expansion come out")

I choose to use a metro-like interface because I think it makes the program easy to learn and easy to use.

There are a number of functionalities I would have like to implement but I did not have the time to do so namely:

- Editing a card (as a new button or inside JTables)
- Getting each expansion number of card and display it on addCard JDialogs
- A way to upload an image for each Card
- SQL request to the pokedeck

Overall I think it was a pretty interesting project and I learnt a lot of things but also wasted a lot of time. I should have seen the deck as a database from the start and try to implement a SQL parser to request on it. I also lost time learning again how to use some of swing interfaces.