CSCI 3308 - Project Report

For "ValueDeck"

Collaborators/Team Members:

- Ben Javier
- Alan La
- Mason Lee
- Kristina Nguyen
- Eric Pettersson

Project Description:

ValueDeck is a website where any player who wishes to track Pokemon cards and get the according value to their collection will be able to. Users will be able to search for their cards and get the average value of a card of which they could use to sell on eBay or sell in person and know that they are getting a fair price range for it.

Additionally, users will have the ability to trade cards directly with their friends, making it easy to swap cards within their personal network. ValueDeck also features community forums, allowing collectors to connect with other enthusiasts, share events, and discuss their collections. The social aspect enhances the overall experience, encouraging collaboration and helping users find valuable cards through peer interactions.

We believe that this project best represents our goals and achievements we hoped to achieve. Below is the original vision statement for our the conception of ValueDeck:

> For trading game card collectors, who want to interact with their trading cards on a virtual level. ValueDeck is a website that will allow card collectors all over the world to see the value of their cards and trade cards with other users. Our application will offer seamless experience for card evaluations, easy trading systems, and collection management of current cards. ValueDeck offers accurate card prices and user-to-user trading system, maximizing card collectors usage of their trading cards.

Project Tracker:

- https://github.com/users/jellyboxmeow/projects/4/views/1

Video (5 mins. or less demonstrating the project also uploaded to GitHub):

- https://www.youtube.com/watch?v=bNY5wNIz8ng&ab_channel=KristinaNguyen

VCS (Version Control System):

- https://github.com/jellyboxmeow/CSCI-3308-Group4Project

Contributions (Each member write 100 words or less about contributions):

- Ben Javier
  - Worked on mostly the backend/database, tweaking some of the values to match needs of other group members accordingly. Developed the forms page, where users can post forms to communicate with other users, i.e. to trade, find people to play with, join tournaments, showcase cards pulled from booster packs, and etc. I also worked on the forms API implementation as well as its style to make it look more interesting.
- Alan La
  - I contributed to getting docker setup and the general html working initially. I started working on implementing the friends page and getting the general UI and database set up for the page to work. I was still working on the friends page and creating a feature to allow you to find other users that also use the website but also writing test cases. I helped debug issues that came up and set up the cloud hosting.
- Mason Lee
  - Worked on implementing the api so we could have access to pokemon card information such as price, image of card, and name. Developed the search page where one can search up the name of a pokemon and all cards with that name will appear. Helped with loading all the card information on the profile and friends collection page and also added the trading system. Worked on styling for the majority of the buttons and some of the pages.
- Kristina Nguyen
  - Worked on the front end of the login and register page and implemented the nav bar to display the pages we wanted to have. Worked on the implementation for the login and register page. Worked on the nav bar to make sure that users that are not logged in cannot access the other pages until they register and login. Worked on the homepage and wrote a description of the website for users to see when they log in and are redirected to it. Worked on the front end of the profile page.
- Eric Pettersson
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Use Case Diagram:
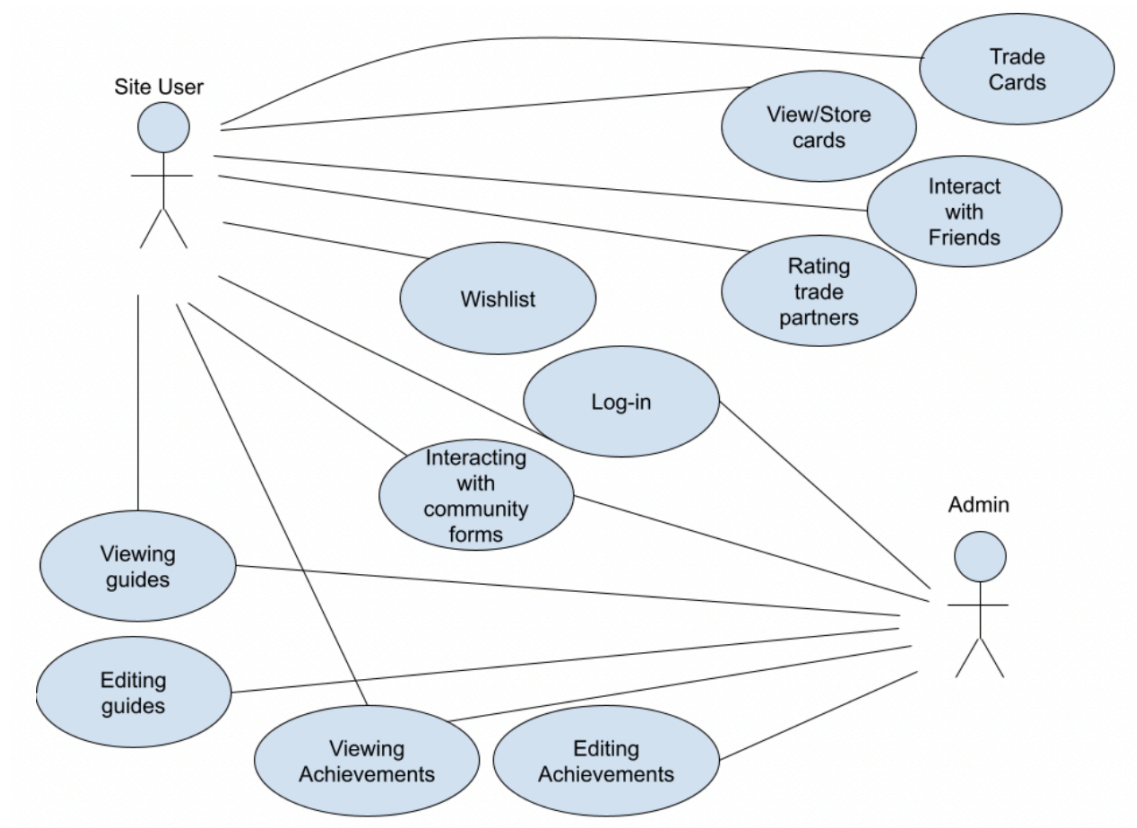
Wireframes:
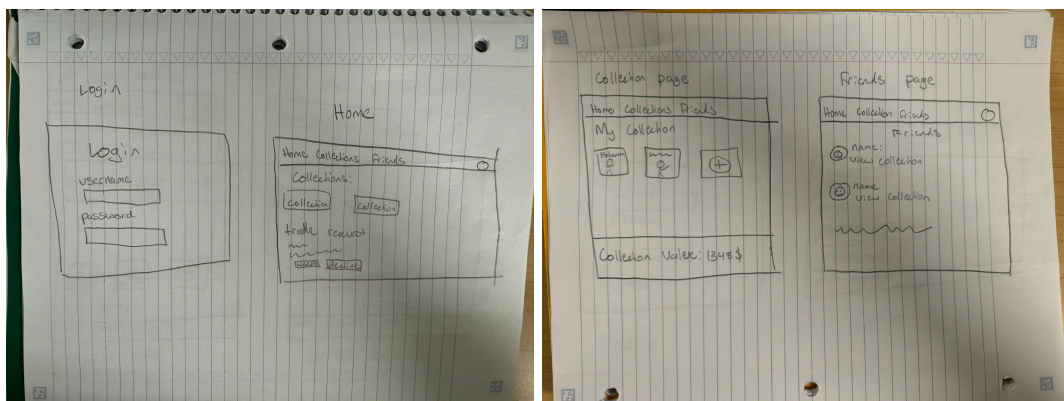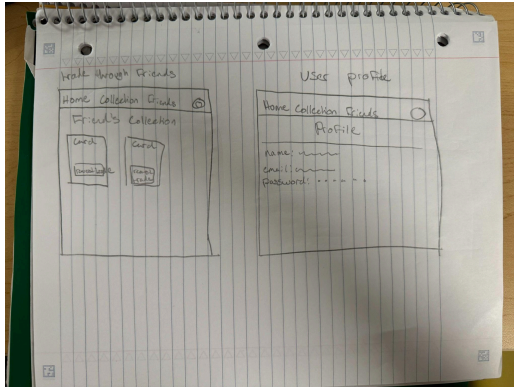
Test Results:

Note: Had to update test cases due to change in scope for some features (UAT will have previous and updated version)
These were all tested on localhost to test the functionality.

Test Case 1: Adding Friends

- **Objective:** Ensure users can add friends using distinct usernames.
- **Steps:** Enter username, click "Add Friend," and verify the friend appears in the list.
- **Expected Result:** Friend is successfully added and visible in the list.
- **Result:** Successful. User entered an invalid username.
- **Action taken:** Added validation for username

Test Case 2: Posting/Commenting on Community Forums

- **Objective:** Verify users can post in community forums with all mandatory fields filled.
- **Steps:** Select forum type, enter name, description, and post.
- **Expected Result:** Post appears in the correct forum with accurate details.
- **Result:** Successful. No changes required.

Test Case 3: Viewing Friends' Collections

- **Objective:** Ensure users can view their friends' collections with card images and values.
- **Steps:** Select a friend and view their collection.
- **Expected Result:** Friend's collection with card values and images is displayed.
- **Result:** Successful. No changes required

Test Case 4: Getting the Value of Deck

- **Objective:** Verify users can see and update their deck's value by adding/removing cards.
- **Steps:** Add/remove cards and check updated deck value.
- **Expected Result:** Deck value updates correctly after changes.
- **Result:** Successful. No changes required.

Observations

Test Case 1: Adding Friends

- **What users did:** Entered usernames and successfully added friends.
- **Deviation:** User entered an invalid username.
- **Action taken:** Added checks for username.

Summary of Changes

- Validation added for usernames in the "Add Friend" section.

Deployment:

- https://csci-3308-group4project.onrender.com
- To run the application, click on the link assuming you are using the application during this time frame (Oct 21. 2024 - Dec 21. 2024)
    - Otherwise reach out to Alan to redeploy the application through render.