Team Hmmmmmmm -- Amanda Chen, Ivan Galakhov, Eric Lam, Joseph Lee
SoftDev1 pd1
P#01: ArRESTed Development
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Description

This website is an interactive experience for Pokemon Trading Card Game
enthusiasts. Users will be able to buy, sell, and trade digital Pokemon
cards with people from all over the world. The three APIs that we will be
using are:

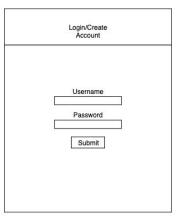| API	What is it used for?
Pokémon TCG	This API will be used to get information about the Pokemon cards such as the image and name of the Pokemon
IP Location	This API will be used to determine the user's location
Foreign Exchange Rates	This API will be used to calculate the prices of Pokemon Cards in the marketplace to show prices in terms of their location's currency

Front-End Framework: Bootstrap

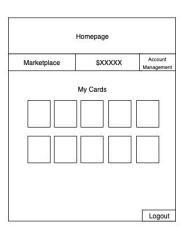## List of Features *(minimum viable product features are indicated by a *)*

- Account Management
  - View Pokemon cards user currently has*
  - View cards user is currently selling*
  - View amount of money user has*
  - Users can change their current location*
  - View "Saved" cards that are on sale
  - View Recently viewed cards
  - View Purchase History
  - View Selling History
  - View Refund Requests
- Marketplace
  - Sales Page*
    - Users can buy* or offer a bid on cards at the marketplace
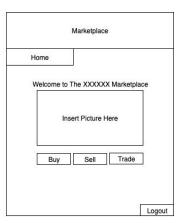
- ■ Lists cards available for sale
- ■ Users can sequence viewing of cards by price or popularity*
- ■ Users can filter viewing of cards*
- ■ Refreshes every XX minutes
- ■ Shows price of cards with the currency of the location the user is at
- ■ Selling
  - ● Users can sell* or auction their cards at the marketplace through a button called "Sell a Card"
- ○ Trading Page*
  - ■ Users can put their cards up for trade by requesting another card (and money) in place of the one they have
  - ■ Users can view trade requests and accept them
- ○ Request a Refund
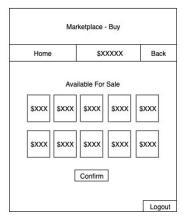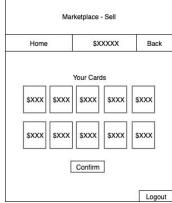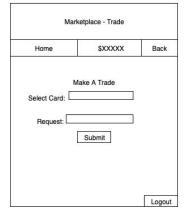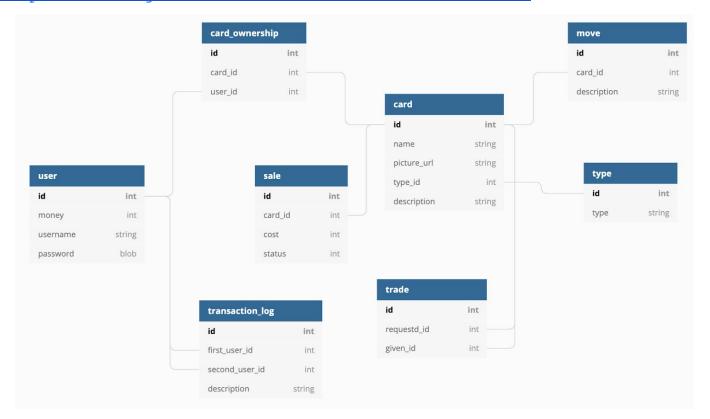 - ■ Users can request refunds for past purchases

Site Components

Database Layout:

Site Map

Component Map

Frontend Feature	Backend	Relationship
Login	user	If credentials are valid, login
Registration	user	If username not in users table, insert into users table
Show my Cards	user	Select cards from entry in user table
Buy a Card	user, sale, transaction_log, card_ownership	Delete from seller's entry, insert into current user's entry, modify transaction_log and card_ownership, modify money amount
Sell a Card	sale	Insert a new sale into sale table
Offer Trade Request	trade	Insert a new trade request into trade table
Accept Trade Request	user, trade, transaction_log, card_ownership	Delete cards from and insert cards to both users' entries, modify transaction_log and card_ownership
View Cards on Sale	sale	Select cards on sale from user table
View Your Cards on Sale	user	Select cards on sale from entry in user table

Task Division

Amanda Chen	• Front-End: Login, Registration, Homepage, Marketplace, and Trading, Profile Page, and Card Packs Page ○ HTML Templates and App routes • Back-end: Viewing and Card Packs ○ All the functions that handle viewing of cards ○ Back-end for Card Packs • Managing: checking for logical flow of website and best user-experience

Eric Lam	● Front-End: Buying and Selling 　　○ HTML Templates and App routes ● Back-end: Trading 　　○ The functions that involve requesting and accepting trades ● Managing: checking for logical setup of functions and database relationships
Ivan Galakhov	● Backend: Buying, Selling, and Login/Registration ● Managing: checking for logical setup of database tables
Joseph Lee	● Managing: App Routing, Team and individual Tasks, and Project Pacing 　　○ Checking for logical setup and connection of app routes 　　○ Making sure project members are on top of tasks 　　○ Setting deadlines for crucial phases of product ● Helping With: Frontend and backend tasks when applicable ● Updating: Devlog and Design Doc