

[Prichan Mobile Card Book] Requirements Specification

1. Project Overview

“Prichan” is a music arcade game in Japan. After each play, the player can get a card with a QR code that represents an item that can be used in the next play. Most players have hundreds or thousands of cards, so managing these cards and avoiding wrongly choosing the same card after each play is quite desirable for players.

This project is aimed to develop an android application that can manage all the cards that a player currently possessed and check whether a duplicated card is presented when the player chooses to print a new card after each play.

2. Requirements

Req#	Requirements	Priority
R1	Display all the cards of a selected series from the local database	Mandatory
R2	Update the new card information with the official website: prichan.jp/items	Mandatory
R3	Able to mark or unmark a card that represents “possess” or not.	Mandatory
R4	Able to search a card with its ID, such as “PCH5-01”	Desirable
R5	Able to recognize a card by using camera or album	Selectable

3. Other Expectations

3.1 Expected Development Time
3 weeks. Dec. 12th, 2018 ~ Jan. 2nd, 2019

3.2 Code Size
1500 lines of Java code.

3.3 Expected Difficulties

3.3.1 How to store a large amount of the card data by an appropriate way.

3.3.2 How to get well-formed data from the official website.

3.3.3 How to choose an appropriate algorithm for calculating image similarity if R5 is implemented.