LANG, Chen

18M38127

**[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.

1. **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 |

1. **Other Expectations**
   1. Expected Development Time

3 weeks. Dec. 12th, 2018 ~ Jan. 2nd, 2019

* 1. Code Size

1500 lines of Java code.

* 1. Expected Difficulties
     1. How to store a large amount of the card data by an appropriate way.
     2. How to get well-formed data from the official website.
     3. How to choose an appropriate algorithm for calculating image similarity if R5 is implemented.