Titan Games and Hobbies needs an updated database to catalog their Magic the Gathering trading card inventory. A significant portion of their Magic the gathering sales is done by selling individual cards and they may have several thousand unique cards in their inventory at any given time. Some of these cards can cost hundreds of dollars so maintaining an accurate inventory is crucial. The database team will consist of Jake Bishop, Dieringer Scott, and Rashid Taleb. Brian Marx is the point of contact at Titan Games and Hobbies.

Brian Marx said the most important part of the project is designing the database to be user friendly and intuitive. Uploading trading cards to any sort of database is difficult because the cards collector number must be entered manually. Brian also wants to track the average purchase price and a record of cards bought for each customer.

Magic the Gathering is a card game based on the idea of two or more wizards battling using creatures, enchantments and sorcery. Creatures, enchantments, and sorcery are represented by cards of those types. The main goal of the games is to play with a deck that will defeat your opponents. Each player may compile a unique deck consisting of any grouping of cards which is why it is very important that each card is carefully catalogued by Titan Games and Hobbies.

The first phase of the project will be the database and GUI design. The design process will be handled as a group. A meeting will be scheduled to discuss the database design and a meeting will be scheduled to discuss the GUI design. Phase 2 will be in two parts. Rashid and Michael will write the MySQL code building the database and search queries. Sam and Dieringer will write the Java GUI and the code connecting the MySQL code to the interface. The last phase of the project will be writing the user manual and the marketing pamphlet. The pamphlet will be done as a team with each member getting a section. The manual for each part of the program will be written by the developer who wrote the code corresponding to it.

More information on each of the topics mentioned above is contained in the documents to follow. This is an especially exciting project for the team because all members grew up playing the game. In the next few weeks a working prototype will be created, and unit and integration testing will begin. The team is looking forward to working on this project.