Milestone 0: Project Preparation

Brief Description

Our application is a web platform designed to help Pokémon Trading Card Game (TCG) players connect with others to trade cards more efficiently. The system will be powered by a synthesized dataset containing information such as user profiles, the cards each user owns, their wishlist of desired cards, and a comprehensive database of all existing Pokémon cards. This data will enable the application to match players based on compatible trade opportunities.

The primary users of the application will be Pokémon TCG players who want to list their card collections, maintain a wishlist, and discover potential trade partners. The four of us will be the database administrators, managing the MySQL instance and ensuring data integrity. Planned functionalities include the ability to:
- Add and manage a personal collection of cards.
- Create and edit a wishlist of desired cards.
- Search for and connect with players who have the cards you want and are interested in the cards you own.
- Receive trade recommendations based on mutual interests.

This platform aims to simplify the trading process by providing a centralized, user-friendly hub for Pokémon TCG Pocket enthusiasts to build collections and connect with the broader community.

We will run MySQL in a Docker container on a local machine to manage the database in a controlled, easily reproducible environment. The database can be accessed through a Python Flask server.

The user interface will be a Next.js web app hosted on Vercel, providing a clean, responsive GUI where users can browse cards, manage collections, and find trade partners through a simple, intuitive experience.

Members

- Jonathan Polina - Worked on the progress report
- Steven Wu - Worked on the progress report
- Brasen Xu - Worked on the progress report
- Samuel Zheng - Worked on the progress report

Link to GitHub Repo