



OPTCG Stat Tracker

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Overview

The OPTCG Stat Tracker is a personal stat-logging app for One Piece Trading Card Game players. It allows users to select their current deck (represented by a Leader card) and log match results against other leaders, tracking detailed win/loss stats with breakdowns based on play/draw position. This project is built with a React frontend and FastAPI backend, and pulls real card data from the OPTCG API and images from Limitless TCG's CDN.

Goals

- 1) Allow users to select their "active" or "current" Leader/deck

- 2) Log individual matches including
 - a) Opponent's leader
 - b) Whether the user went first or second
 - c) Win or loss result
- 3) Display aggregated stats per matchup
 - a) Total games vs each leader
 - b) Win percentage
 - c) Breakdown by going first vs second
- 4) Support switching between multiple leaders or decks
- 5) Store all match in a persistent backend database

Specifications

Frontend (React)

- Display list of all available leader cards from OPTCG
- Load and show card images using URL format from limitless TCG
- Form to log new match (Select opp's leader, W/L, 1st/2nd)
- Stats dashboard showing performance vs other leaders

Backend (FastAPI)

- Rest API for -
 - Fetching all stored matches
 - Posting a new match
 - Getting stats for active leader
- PostgreSQL database with tables for
 - Leaders
 - Match Logs
- Models defined using Pydantic and SQLAlchemy

APIs Used

OPTCGAPI - for card metadata <https://optcgapi.com/documentation/>

Limitless TCG - for card images <https://onepiece.limitlesstcg.com/cards/>

User Stories

1. As a user, I want to choose an active leader so I can track matches for that deck.
2. As a user, I want to Log my matches with results, opponent, and play/draw info
3. As a user, I want to view my overall win rate vs each opponent leader.
4. As a user, I want to view split stats based on whether I went first or second.
5. As a user, I want to swap my active deck and log matches separately for each one.

Milestones

I. May 11

Project planning and tech stack finalizations

II. May 11-12

Build backend models + FastAPI routes

III. May 12

Create React UI: leader select + match form

IV. May 13

Add stat view/dashboard

V. May 14

Polish the UI and finalize MVP

Stretch Goals

- Add user accounts and login functionality
- Filter match data by date range and or tournament type
- Export stats as CSV
- Dark mode UI toggle 😊
- Deck builder

