FINAL PROJECT SPRING 2015

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INTRODUCTION

The project will center around a web application that will allow a users to create profiles and view and handle various information about the card game Magic The Gathering. Users can build decks from Magic cards in a database and join tournaments with other users, with score, private chat and deck lists.

ABOUT MAGIC THE GATHERING

Magic was the first trading card game produced and it continues to thrive, with approximately twelve million players as of 2011. Magic can be played by two or more players each using a deck of 60+ printed cards or a deck of virtual cards through the Internet-based Magic: The Gathering Online. An organized tournament system and a community of professional Magic players has developed, as has a secondary market for Magic cards. Magic cards can be valuable due to their rarity and utility in gameplay. (see further on wikipedia)

FUNCTIONAL REQUIREMENTS

Nr.	Description	Priority (a/b/c)	Status
1	User must be able to search and browse cards.	a	
2	User must be able to select cards and view detailed information about each one.	a	
3	User must be able to favorite cards and store them in their own profile.	a	
4	User should be able to sort and view their cards by number of varibles (by type, mana cost, name and more).	a	
5	User should be able to categorize their cards into decks and have the option to make a number of decks.	a	
6	User should be able to share cards and decks with other users.	a	
7	User should be able to decide whether their decks are private or public.	a	
8	User should be able to like and comment on decks from other users.	a	
9	User should be able to view the profile of other users.	a	
10	User should be able to see graphs about their deck's mana curve.	b	
11	User should be able to suggest cards to other users.	b	
12	User should be able to set up leagues with other users.	b	
13	User should be able to add information about players, upcoming games and scoring into leagues.	b	
14	User should be able to customize the apperance of their profile.	b	
15	User should be able to post questions about game decisions to other users.	c	

NON-FUNCTIONAL REQUIREMENTS

Nr.	Description	Priority (a/b/c)	Status
1	Should take into account the most widely known web accessibility standards (WCAG 1.0, WCAG 2.0 etc). Should support most mobile resolutions and standards, should account for common disabilities such as poor eyesight.	a	
2	The website should be able to handle 2.000 visitors at the same time.	a	
3	Operational requirements: Automated help/error messages when the user makes a mistake (forgets to fill in his username etc)	a	