YGO on the Go

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Summary

This app will contain data on all existing physical cards for the Yu-Gi-Oh! trading card game. This data includes properties of the cards used in the game as well as the secondary market prices for that card. The app makes use of the YugiohPrices API which uses its own database for card info and uses a combination of other sites including ebay to calculate the approximate prices of certain Yu-Gi-Oh! cards. The API uses JSON and to date contains access to over 7000 cards.

Explanation

Yu-Gi-Oh! is primarily a game that uses physical material and is meant to be played or traded with other people face-to-face as opposed to other games that are played on a computer. Because of this, players often lack access to a computer while playing. Players however have easy access to their phones. This app can serve as a solution for when a player wishes to look up a card's data or current price. Info about card properties can be in demand for players while info about a card's current price can be in demand for traders which is why players and traders will have interest in the app.

Features

- Fetching of data for any Yu-Gi-Oh! Card
- Fetching of real-time prices for any Yu-Gi-Oh! card
- Allows searching through different means
- Currency conversion where price is concerned
- Retains certain info in the database that does not need to be fetched each time a card is looked up
- Periodic wiping of database for outdated info and to reduce space usage

Users

This app mainly caters to two types of users: players and traders. Players are those who play the Yu-Gi-Oh! trading card game with physical cards that were either bought or traded. Traders are those who engage in the exchange or trading of cards for the Yu-Gi-Oh! trading card game either for collection purposes or profit. People can be players, traders or both.

Use cases

Example use case for player:
A player is told by another fellow player of a card they may be interested in acquiring. The player who has this app already downloaded attempts to search for the card by name. The app

returns a list of results including the thumbnail for the card. The player taps the entry to see if it is the card they are looking for. The player finds the card he is interested in and is interested in what set the card can be found in. This info is included in the entry for the card and the player now knows the info required to try and acquire the card.

Example use case for trader:
A trader has many cards either for sale or for trade and another player is interested in acquiring one of those cards and makes an offer. The trader knows the card the player wants is volatile in price and wishes to confirm whether he can profit off of the player's offer. The trader who has this app already downloaded attempts to search for the card by name and also requests its current price. The app returns a list of results including the thumbnail for the card. The trader taps to entry to see if it is the card they are looking for. The trader finds the card he is looking for and checks the current price. He notes that the price has gone up by a significant amount in the past few days and is much higher than the player's offer. Based on this knowledge, the trader can either ask for a higher offer or decline the trade entirely.

Mockups

Left: Player

Right: Trader

Timeline

Week 1: Study of the API
Week 2: Implement JSON parser
Week 3: Construction of the database
Week 4: Add search and network capabilities
Week 5: Create base GUI
Week 6: Connect GUI with database
Week 7: Test app and database