User Manual for
Yugisearcher ver. 1.0

By Feng Xiong

This document contains details about the Yugisearcher application created by Feng Xiong. The application can be accessed through the publicly available GitHub repo at https://github.com/xion1358/seis630-yugisearcher. This document does NOT explain what the YuGiOh! card game is (please feel free to check it out on Youtube or Googling). The document assumes knowledge of some basics of the card game, but that is not the focus of this document. This document is to explain the use of the application.

Additionally, please note that in some places the design of the underlying database is explained in small detail. This is to give developers who are also users an idea of how the application works so they may modify the behavior if they wish. For just users, you can ignore this.
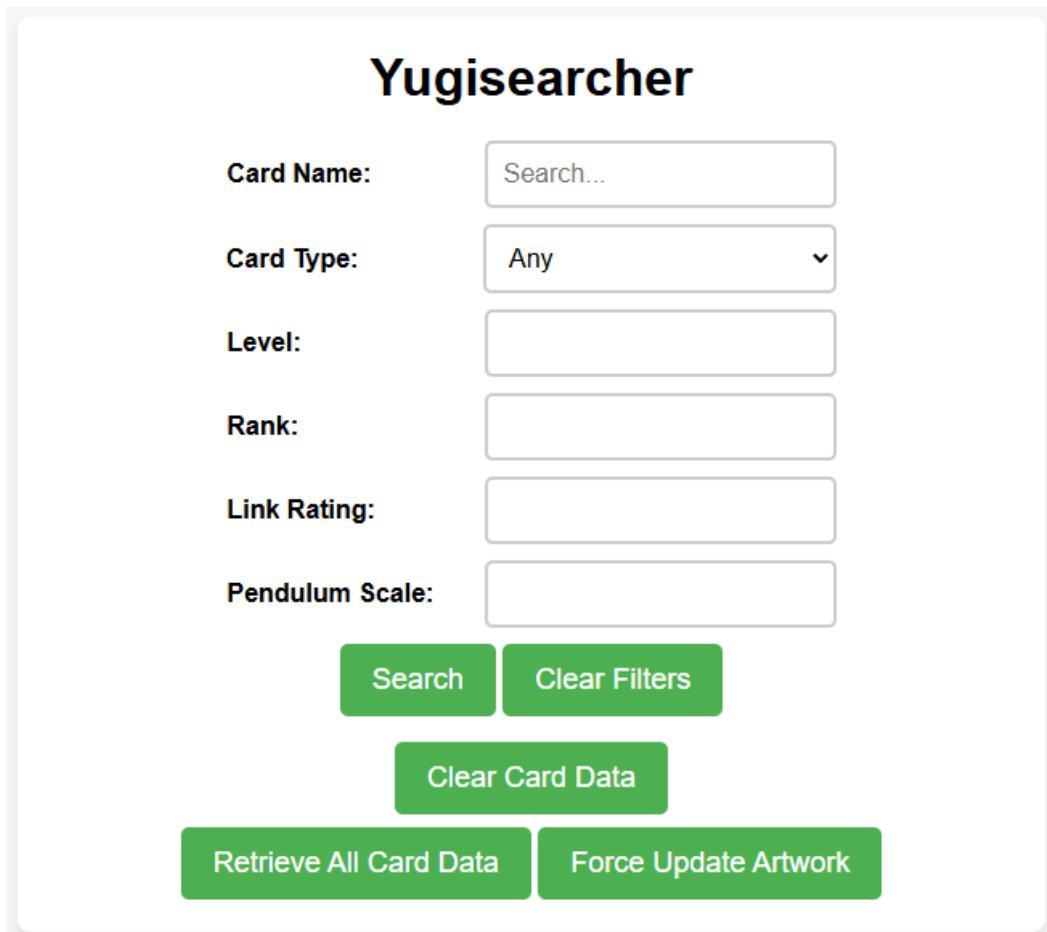
Contents

Section 1: Main Page Details

Section information:

This section details what the main page is.

Yugisearcher

Card Name: [Search...]

Card Type: [Any ▾]

Level: [ ]

Rank: [ ]

Link Rating: [ ]

Pendulum Scale: [ ]

[Search] [Clear Filters]

[Clear Card Data]

[Retrieve All Card Data] [Force Update Artwork]

Details:

This view is the main page displayed when first launching the application.

It features a basic search field for the card name which allows entry of any character.

Below this field are various other UI elements that allow further refinement of the user's search. These are each detailed below in section 2. Then below those inputs are various buttons that perform different actions. These are each detailed in section 3.

Section 2: Search Parameters

Section Information:

This section details the search parameters and what they do. The details may also explain how the input works and/or why it was designed in some way.

Card Name: `Search...`

Details:

This contains the card name field input. It allows the user to enter any character. On searching, this field will cause the search engine to filter for any matching word entered into the card name field. As an example, searching for "Blue Eyes" will cause the search engine to filter out for all cards containing "blue" and "eyes" (disregarding lower or upper casing) that are in the name of the card.

Card Type: `Any ▾`

Details:

This contains the card type drop down list. It allows the user to change the card type to filter out by card type. Currently, there are three card types. Namely they are (in no particular order) monsters, spells, and traps.

Level:

Details:

This contains the level field input. It allows the user to input any numerical character. Please note, negative numbers are allowed at this time because the design of the YuGiOh! card game is expected to change over time. It could be possible that one day the game adds additional cards which have negative numbers. Thus, this option for negative numbers is implemented, but currently there are no negative numbered level cards at this time of implementation.

Rank:

Details:

This contains the rank field input. It allows the user to input any numerical character. Please note, negative numbers are allowed at this time because the design of the YuGiOh! card game is expected to change over time. It could be possible that one day the game adds additional cards which have negative numbers. Thus, this option for negative numbers is implemented, but currently there are no negative numbered rank cards at this time of implementation.

Link Rating:

Details:

This contains the link rating field input. It allows the user to input any numerical character. Please note, negative numbers are allowed at this time because the design of the YuGiOh! card game is expected to change over time. It could be possible that one day the game adds additional cards which have negative numbers. Thus, this option for negative numbers is implemented, but currently there are no negative numbered link rating cards at this time of implementation.

Pendulum Scale:

Details:

This contains the pendulum scale field input. It allows the user to input any numerical character. Please note, negative numbers are allowed at this time because the design of the YuGiOh! card game is expected to change over time. It could be possible that one day the game adds additional cards which have negative numbers. Thus, this option for negative numbers is implemented, but currently there are no negative numbered pendulum scale cards at this time of implementation.

Section 3: Buttons

Section information:
This section details what each button does

Search

Details:
This button initializes the search engine to filter out results depending on the user's inputs in the details defined in section 2.

Clear Filters

Details:
This button clears all the user's inputs and returns them to the main page with no search results.

Clear Card Data

Details:
This button clears all card data in the card_data table of the database. For users, it essentially resets all card caches. This can be helpful if a certain card is not appearing for the user. It may be that some old card data is being cached and thus this needs to clear all the old card data. Should this be used, it is recommended to also select the button "Retrieve All Card Data" after to fetch all the card data back into the database.

Retrieve All Card Data

Details:
This button retrieves all the card data into the card_data table. This table is used as a local cache to improve performance. It is recommended to run it at least once.

Force Update Artwork

Details:

This button forces the application to fetch all card image paths and update the card_artwork table. For the user, this will fetch all card images and is helpful if they are not receiving artwork. The application uses the API at https://artworks.ygoresources.com/ to retrieve the card artworks. If a card art is not in the database, it may be because it is not being hosted at that API domain. Please note by default we use the English artwork and only after that is not present do we check for other artworks (such as specifically for the TCG and then the OCG).

Section 4: Search Results

Section information:

This section details how to interpret the search results.

After searching, the results will be displayed below the buttons.

Details about card result is below in the next page.

Apparition with Eyes of Blue

Type: spell

Effect: When you activate this card: You can reveal 1 "Blue-Eyes White Dragon" in your hand; Special Summon 1 monster from your hand. Once per turn: You can target 1 face-up monster you control; return that face-up monster to the hand, then you can apply the following effect, based on the original name of the card returned to the hand. ●"Blue-Eyes White Dragon": Special Summon 1 monster from your hand. ●Other: Special Summon 1 "Blue-Eyes" monster from your hand. You can only activate 1 "Vision with Eyes of Blue" per turn.

Pend Effect: None

Level: None

Rank: None

Link Rating: None

Pendulum Scale: None

Ban Status: None

For any given card all fields are displayed even if they don't use any of the input filter.

Notes on "Ban Status":

Having a value of "None" indicates that the card does not have that attribute. A "Ban Status" of None means that the card is unlimited. A "Ban Status" of 2 means that the card is semi-limited. A "Ban Status" of 1 means limited. A "Ban Status" of 0 means the card is forbidden. Thus, "Ban Status" denotes any limitations. In other words, the number of cards allowed (with "None" being no restrictions).