

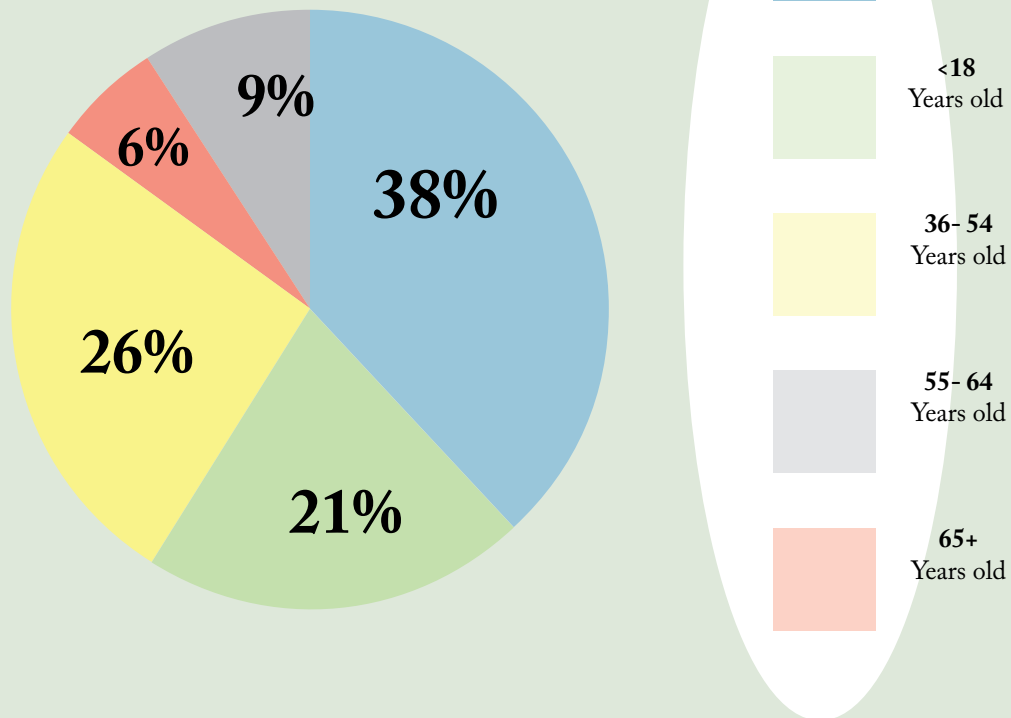
# About

## CheezGeeks

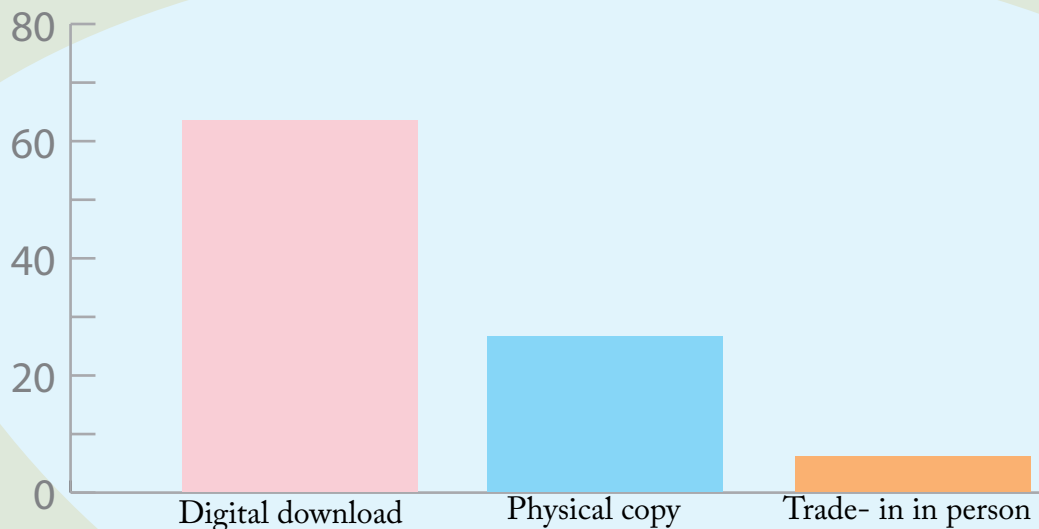
A multiplatform gaming marketplace, this website allows sellers to sell video games that they no longer have used of. The price listing are entirely up to the seller to decide but it is important to consider to price the item well below MSRP to grab the buyers' attention.

# Market Analysis

## Video Game Players by Age in the US

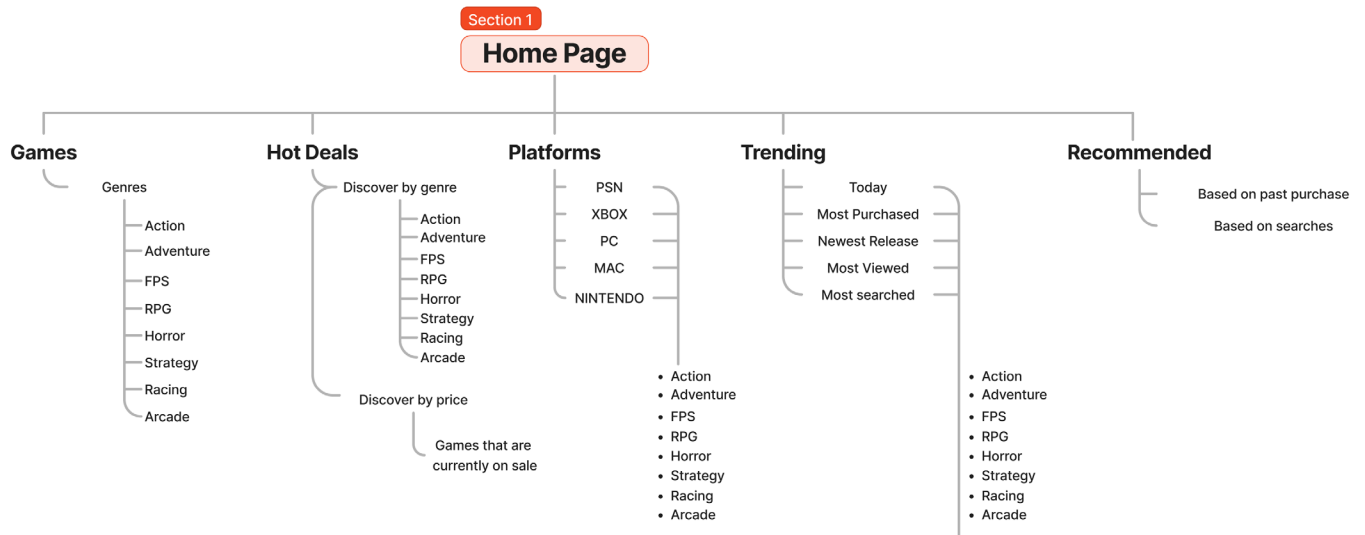


## Gamers' Purchasing Preferences



These Statistics are based off FinancesOnline.com.

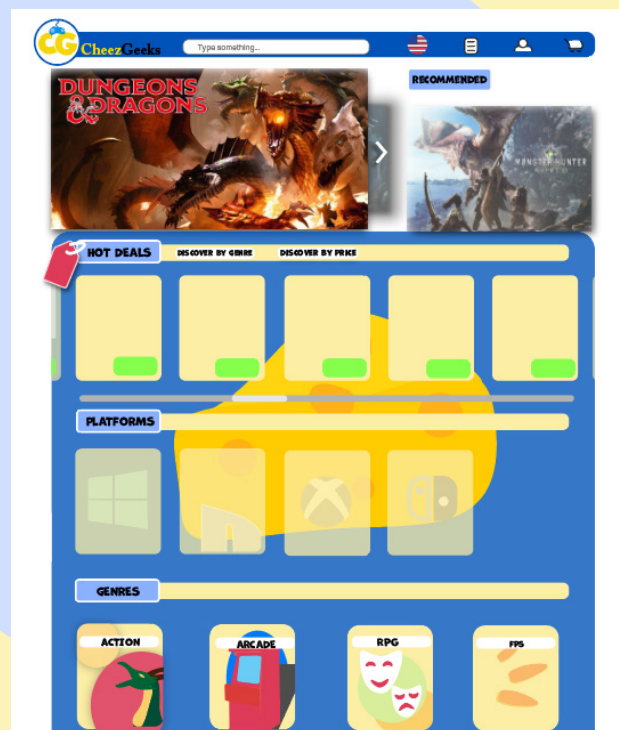
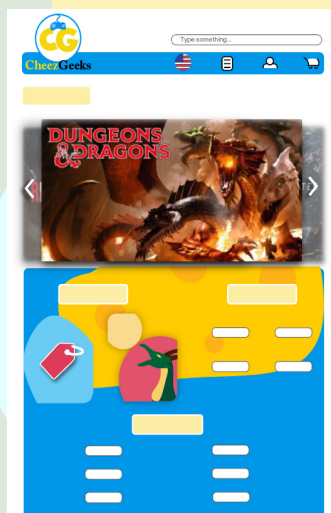
# Sitemap, Sketches, and Wireframes.



Section 2

## Global Pages

- Shopping Cart
- Search Bar
- Login/Sign Up
- Regions
- Wishlists



# Logo Design



Simple and easy to recognize, the words stand out but doesn't take the attention away from other parts of the logo.

**CheezGeeks**

This will be placed underneath the logo in header. Because people may not know what "CG" stands for.

# Color Palletes

## Logo



#0096e8



#f5d60a



#ffffff

## Header




#0054ba

## Page components




#fceda6



#85ff4d



#8ab0ff

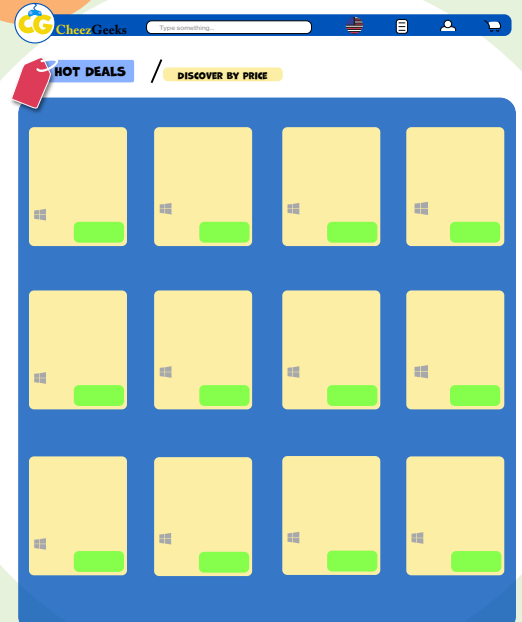


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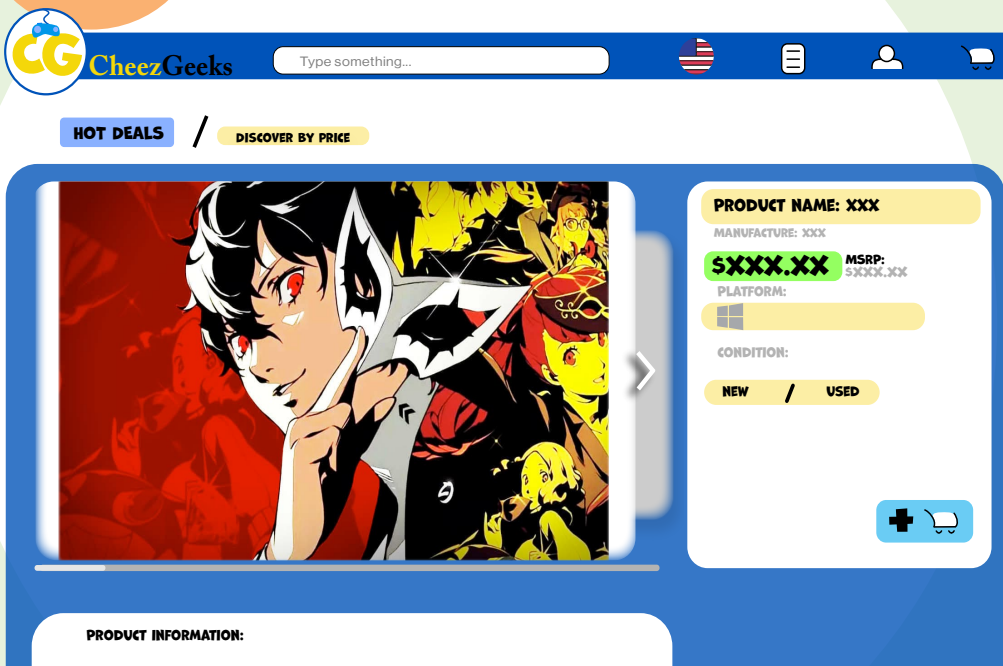
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2



3



# Use case:

## 1

**Use Case Story:**

User wants to look for video games with a cheaper price tag.

**Assumption:**

User doesn't need an account to browse.

**Steps:**

1. User loads the home page.
2. User select hot deals and sort it by price to browse from.
3. User clicks on the product and inspect the product information.
4. User add the items into cart and checks out.

**Variable interactions:**

- User decides not to buy the product > remove from cart
  - User is no longer interest in the product > goes back to previous page
  - User wants to browse more > goes back to previous page
- 

## 2

**Use Case Story:**

User is looking for new video games to play

**Assumption:**

User has previously used this website

**Steps:**

1. User loads the home page.
2. User goes to genre selection and choose "action"
3. Games are sorted by price
4. User browses the page and click on the product that fit his/her best interest.
5. User checks product information and is satisfied
6. User add in to cart and decides to browse more

**Variable interactions:**

- User decides not to buy the product > remove from cart
- User is no longer interest in browsing > checks out