1. **In under 30 seconds, remind us what you presented for your Initial Project Proposal**

   In our last presentation we went over our company's theme, showed our consumer data, provided a baseline of our webpage, talked about the cost of the project and provided the applications we used to make our final product a reality.

2. **Then elaborate on your project details since the Initial Project Proposal by answering:**

   a. **Team (3-5 People) Member Names (First and Last Names For Project Credit):**

      Anthony Campbell(Hipster), Michael Niemi(Hustler), Matthew Herrera(Hacker), Jasmine Mendez(Handler)

   b. **What were the outcomes of your project? What happened? What was created? Flow Mappings? CRUD DB Ability?**

      The website itself has full CRUD(Create, Read, Update, Delete) -> capabilities through the register and login functions for basic users, report and request functions for every user, and the create and delete posts for admin users.
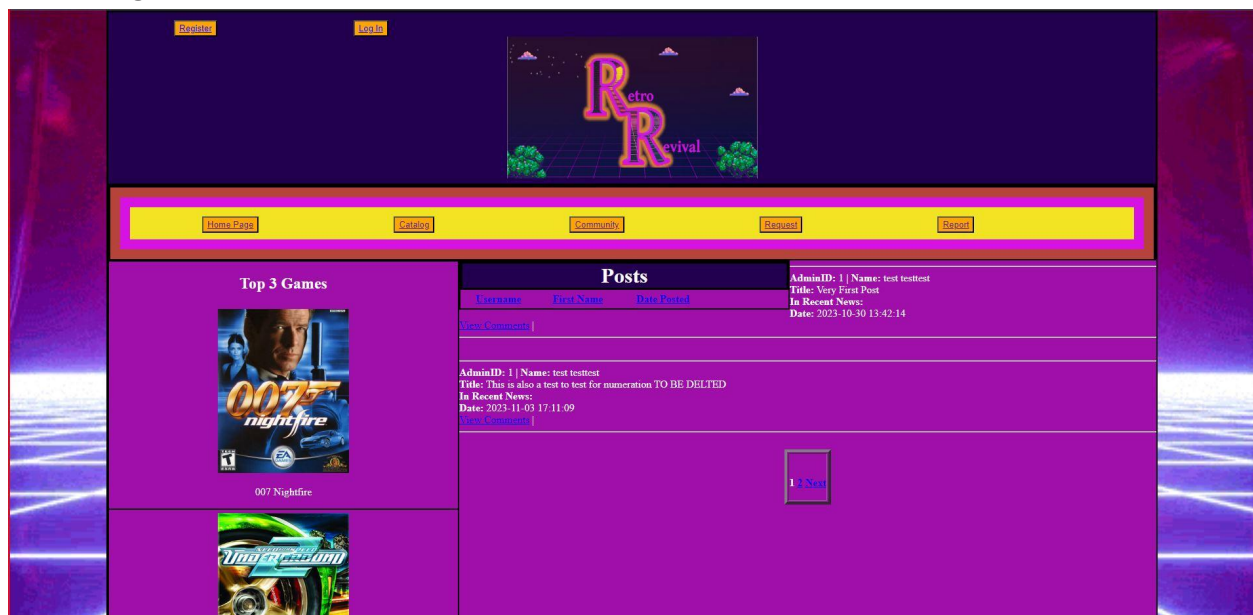
   c. **What project team deltas (changes/pivots) did your team encounter, face, or decide upon along the way with your customer?**

      We added the top three games for the site at the top of the home page to give users an idea of what is being played the most on the site. For our voting section, we decided it may be best to wait to implement it to be able to focus on other functionality instead.
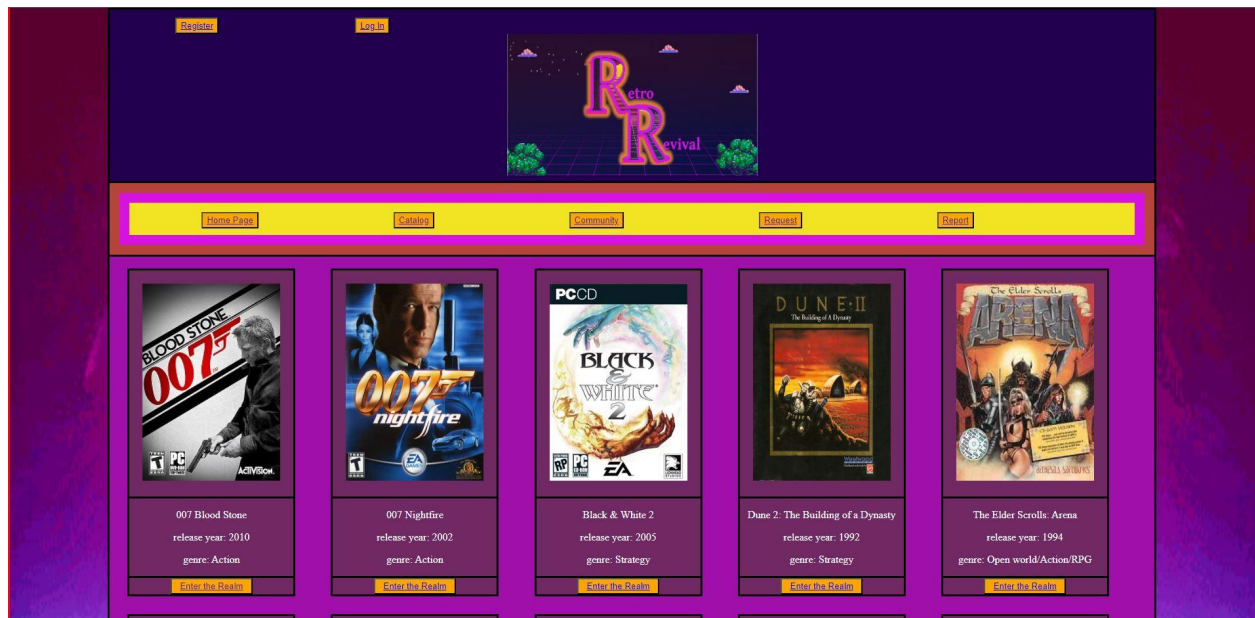
   d. **Include the link to your functioning product. Include screen images of the functioning product.**
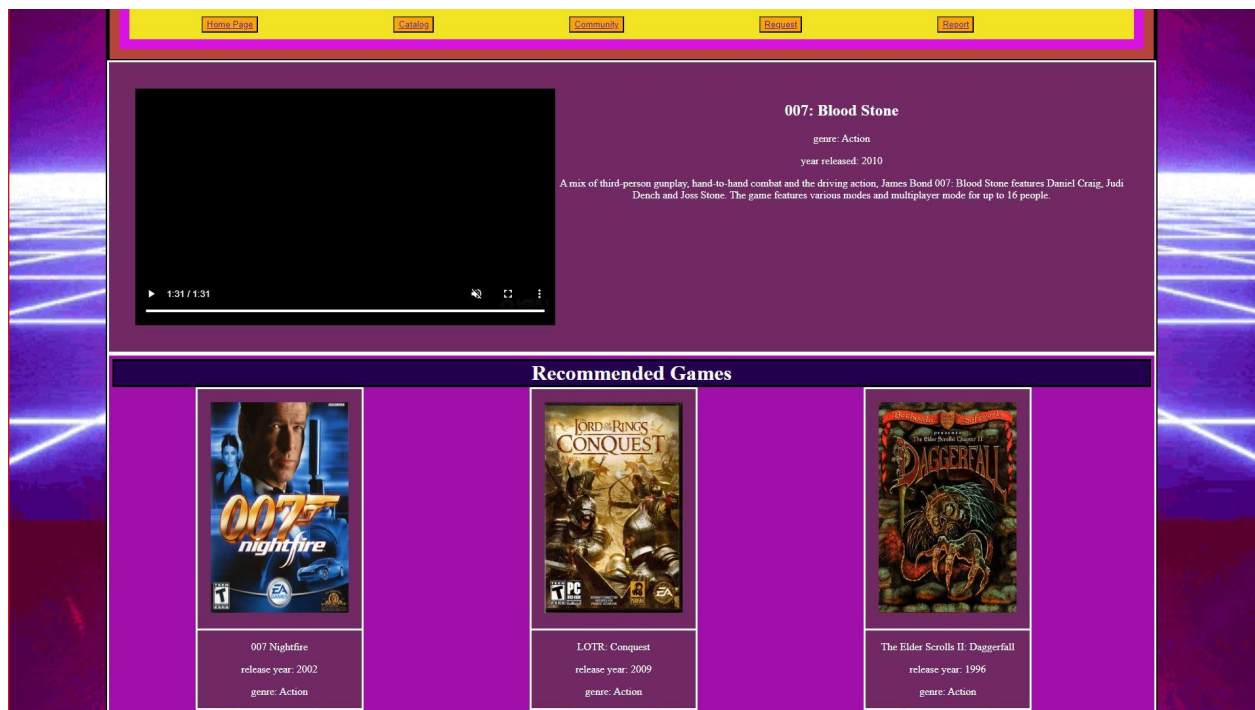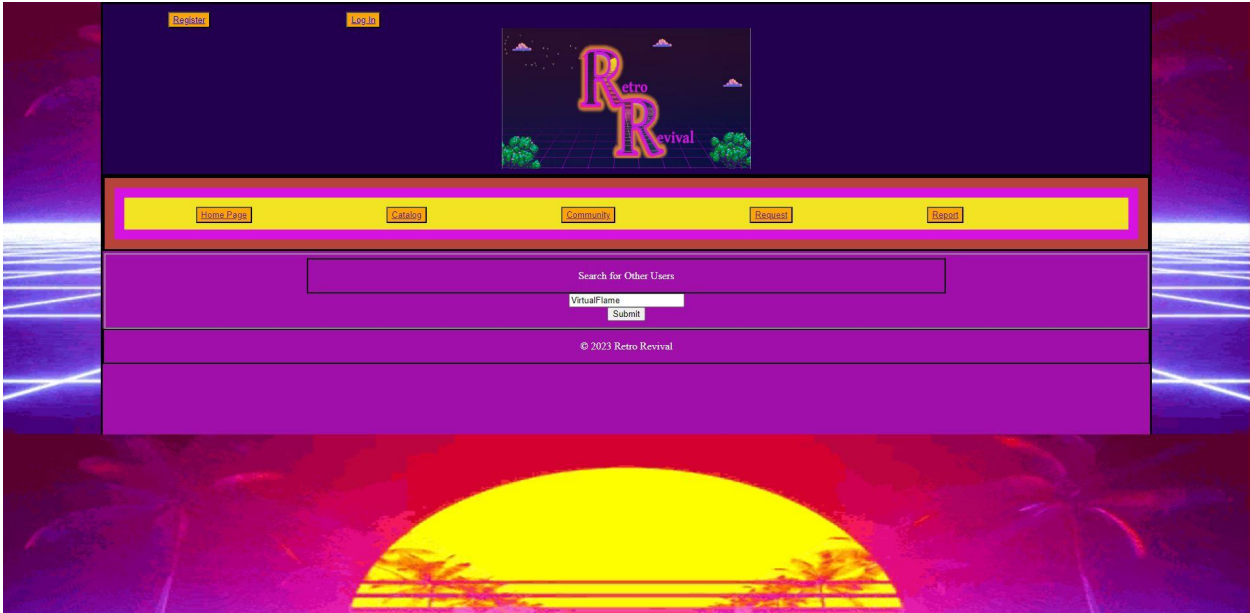
      https://infost490f2307.soisweb.uwm.edu/

Home Page

Catalog

R'etro Revival

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007 Blood Stone	007 Nightfire	Black & White 2	Dune 2: The Building of a Dynasty	The Elder Scrolls: Arena
release year: 2010	release year: 2002	release year: 2005	release year: 1992	release year: 1994
genre: Action	genre: Action	genre: Strategy	genre: Strategy	genre: Open world/Action/RPG
Enter the Realm	Enter the Realm	Enter the Realm	Enter the Realm	Enter the Realm

The Game Realm

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007: Blood Stone

genre: Action

year released: 2010

A mix of third-person gunplay, hand-to-hand combat and the driving action, James Bond 007: Blood Stone features Daniel Craig, Judi Dench and Joss Stone. The game features various modes and multiplayer mode for up to 16 people.

1:31 / 1:31

Recommended Games

007 Nightfire	LOTR: Conquest	The Elder Scrolls II: Daggerfall
release year: 2002	release year: 2009	release year: 1996
genre: Action	genre: Action	genre: Action

Community

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Search for Other Users

VirtualFlame
Submit

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Request Form

Register   Log In

| Home Page | Catalog | Community | Request | Report |

Game Request Form

What game would you like to see on our site?
Enter username here

What year was it released?
YYYY

Why would you like to see this game on our site?
Tell us all about it!

Submit   Reset

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Report Form

e. **What was your customer/clients' feedback of the project / product outcome?**

https://forms.gle/iKLdJBJgz9YqXJvN9

After sending out this survey, we received feedback from those who took it and have integrated that into our dream solution. There were two specific feedback comments on better organization and adding more photos which led us to include this in our ideas for future improvement.

f. **If you are deciding to continue to move the product forward (after the semester), what are your next steps?**

Our dream for this website is to add accessibility, a voting section to know which games the players want, more photos, a chat feature, and syncing the users other gaming accounts with our site.

g. **What "continuity" steps did you provide the customer if handing the project over?**

For the next steps in the project, we would like to add a voting section to the index and request form page that allows users to vote for the games they would like to add to the site. The post section on the index page would also be adjusted to be more pleasing to the eye and easier to navigate. With the community page, we will add a chatting function for users to communicate with other users on the site and users in specific games. There will be a section to show which users are active for games played and other open chats. Another function will be to allow users to join others in games through the catalog.
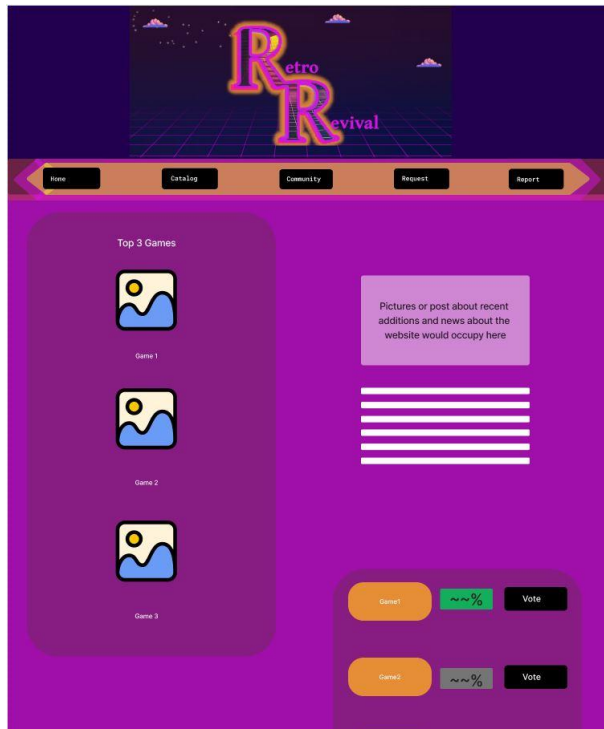
Index   **Community**
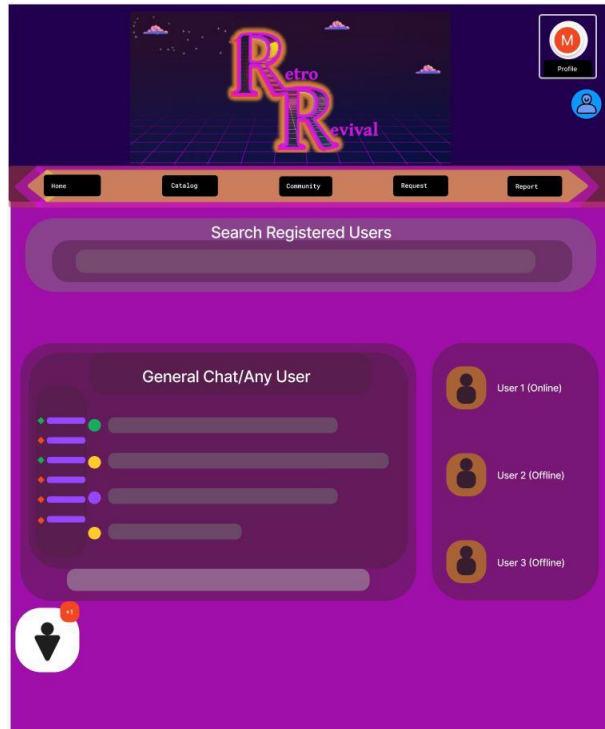
h. **What were some of the most significant challenges along the project / product's journey?**

> When we first started out the project we weren't able to use cPanel due to log in issues and were delayed with our coding. Another main obstacle we faced was time because we had a big vision for what we wanted to create, but we weren't able to achieve all of the functionality we desired.

i. **How did the team overcome these challenges?**

> We were able to overcome these challenges by going to support and contacting them in regards to cPanel to get the issue resolved. Through the coding process, we put all of our focus behind the main attributes of our website to make sure that they work before we go into the more accessibility/quality-of-life related features.

j. **What kudos does your team have to celebrate?**

> Great job to the whole team for being present and working together for every aspect.

k. **How would a hypothetical $50k be used for the project? Extra Credit for a Business (aka Solutions) Model Canvas**

> 25% will be spent on the website for building maintenance, 50% on advertisement for ads and social media, 15% for licensing and lawyers, and 10% insurance for legal purposes.

> Business Model Canvas: Our Value proposition is that we are creating an environment that helps bring retro gamers together. Our customer segment is the 79% of overall gamers who still play retro games and we

will be reaching out to them via influencer sponsorships and via word of mouth through existing users. The key activities include marketing activities, licensing deals and web development and the key resources include our website, licenses. Our key partners will include our legal team and licensing partners, our cost structure will revolve around Licensing, Insurance, Website, and Advertising and our revenue stream will mainly be built around banner ads.