**Final Report**

**for**

**BiFrost Games**

**By**

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*< Texts in this format are comments on how to use the template and are to be deleted when using the template>*

## Project Overview

We are creating a website that will be able to have video games posted and sold. A shopping cart will be implemented so customers can add multiple games to the cart and buy them in one transaction. The games will be able to be sorted by console and genre simultaneously. Customers must make an account to save their order history and be able to place orders.

## Project Specifications

### 2.1 Function Requirements

1. The customer must be able to browse items and select category filters.
2. An item must be able to be added to, edited, or removed from the shopping cart.
3. The customer can purchase the contents of the cart using a secure payment system.
4. The customer can have an account on the system.
5. The customer can view their purchase history.
6. The client can add products to the system.

### 2.2 Non-Function Requirements

1. The system will be built using apache web server
2. The front end will be coded using HTML, CSS and Javascript
3. The middleware will be built with PHP
4. The database will be built using Oracle SQL
5. The system must provide a consistent look and feel across the user interface
6. The system will use free open source software
7. The system must be fully tested and running in 8 weeks

### 2.3 Group Roles

Curtis Naples Front-End Developer, Middle-ware Developer, Team Lead

Devan Weber Front-End Developer, Middle-ware Developer, Database/Back-end Developer

Evan Plant Database/Back-end Developer, Middle-ware Developer, Front-End Developer

Pat Horler Team Lead, Front-End Developer, Technical Writer

## Usability Guide

*< This should be in the form of a step-by-step guide that walks a user through the functionality of the website and include screenshots.>*

…

## Problems and Challenges

*< Problems and challenges you faced as a group during the project. This should include a description of each problem and how you overcame it>*

…

## Skill Learned

*<What your team learned (include both technical and soft skills)>*

…

## Proposed Changes

*<What your team would do differently next time>*

…

## Code Snippets

*<A couple of blocks of your team’s code showing examples from the back-end, middle-ware and front-end. Explain what it does and why your team is proud of it!>*