**Assignment #6**

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**There is no specific length requirement for your answer, but it is important to maintain clarity, consistency, and conciseness throughout your response.**

1. Pick a title for your final project: "Designing a mobile online shopping system"

The title for my final project is an online game.

1. Describe the reasons why you select that topic.

The reason I choose this topic is because today’s world is surrounded by gaming systems where every person plays some game on his mobile phone, laptop, and tablet. The criteria for choosing an online game are determined by a player’s tastes, hobbies, and total gaming experience. There are many genres for the people who choose to play which game according to their interest, such as action, role-playing, strategy, sports, or simulation. Stunning graphics, realistic animations, and immersive environments can enhance the gaming experience and make it more enjoyable. Many online games offer a strong sense of community, allowing players to connect and interact with others from around the world. So, they can interact and have fun with each other in the game.

1. Briefly describe some functions (use cases) the system will have and you will focus on in your final project.

The function which I will focus on my final project are: -

* Game Authentication and Account Management: - Players will be able to set up accounts, log in safely, and maintain their game profiles using the system. It will manage password recovery, account preferences, and player verification.
* Game Lobby and Matchmaking: - Players can join or create matches in the system's provided gaming lobby. It will use matchmaking algorithms to link gamers with comparable tastes or ability levels for an equitable and fun gaming experience.
* Player Progression and Achievements: - The technology will monitor and show players' progress through the game. As players reach certain milestones, it will keep track of their accomplishments, levels, or ranks and award them with awards.
* Game Store and Virtual Currency: - Players will be able to buy in-game goods, skins, and upgrades through the system's integrated virtual shop. It will oversee virtual currency exchanges, provide safe payment methods, and keep an inventory of goods that are for sale.
* Leaderboards and Competitive Rankings: - For showcasing the best players or teams, the system will continue to keep leaderboards or rankings. Based on variables like win-loss percentages, talent ratings, or tournament results, it will determine and update ranks.

1. Who will be the actors of that system, briefly introduce how each actor uses the corresponding use case.

The actors of that system will be players and game developers. The uses the corresponding use case are: -

* Players: - The relevant details, including a username, email address, and password, are provided by players when creating their game accounts. To access their game profiles, which contain information about their preferences, in-game standing, and accomplishments, they must first safely log in using their login information. In addition, users may update their personal information, adjust account settings, and, if necessary, reset their passwords.
* Game developers: - The account management system is developed by the game's creators, who also use strong authentication procedures. They manage user sign-up, account creation, password encryption, and data archiving. Account management tools including password recovery services, email confirmation, and platform-specific account integration are also developed by game creators.