

# Profile

## Login and register page

When opening the app, the user should insert their username/email and password in order to Login, or they can choose to Create an Account, or if they have forgotten their password, they will have an option which lets them change it.

If the user is new, selecting the option to Create an Account will allow them to add their email (unique, having a format like “user@example.com”), username (unique), password (secure, meeting complexity requirements: it has to have min 8 characters, 1 upper case, 1 lower case, 1 number, a special character from: @, \$, !, %, \*, ?, &), password confirmation and a checkbox to indicate if the user is registering as a developer. By default, a new user is considered a “regular user”, not a developer. Upon successful validation, the user's credentials are stored in the database, with the password securely hashed using BCrypt to ensure resistance against brute-force and rainbow table attacks. The user will receive a confirmation mail that its account was successfully created.

If the user wants to log in, the app searches for a user with the given email or username in the database. The password entered is verified against the stored BCrypt hash to ensure security. If the credentials are correct, the user gains access to their points, wallet credit, and achievements and is granted permissions to modify their profile data. Error messages will be displayed for incorrect credentials.

If the user forgot his password and wants to reset it, the system shall request the user to input his email and after verifying its validity, it will send a reset link to that address. After submission, the system shall display a confirmation message stating "If an account exists with this email, a password reset link has been sent" and the user will receive a time-limited reset link valid for 15 minutes. This secure link directs them to a dedicated password reset page where they can create a new password that adheres to the platform's security standards. All passwords must contain a minimum of 8 characters and include at least one uppercase letter, one lowercase letter, one number, and one special character (which are @, \$, !, %, \*, ?, or &). BCrypt hashing will be used to securely store passwords, preventing exposure even in the event of a data breach.

The system shall implement the following security features:

- Reset tokens shall be single-use only
- Reset links shall be invalidated after successful password change

- System shall enforce a minimum 30-minute waiting period between password changes
- Security notification email to user's email after successful password change

## **User Profile**

The profile contains:

- Profile picture with customizable features if the user added any (frame, emoji, background, pet, hat)
- Username
- Description (bio)
- Number of friends
- Configure profile option, for updating user profile or configurations
- Achievements
- Wallet
- Collections

## Achievements

The type of achievements the user can get are: friendship, games owned, games sold, number of reviews(given/received), years of activity, developer, number of posts.

The user begins with 0 points and a specific number of points is added to their total number of points whenever reaching a new achievement. An award of achievement can happen only once.

Points distribution:

Friendship achievement – when reaching a number of friends, receive the corresponding number of points

- 1 friend: + 1 point
- 5 friends: + 3 points
- 10 friends: + 5 points
- 50 friends: + 10 points
- 100 friends: + 15 points

A friendship is established when one user sends a request and the receiving user accepts it, creating a bidirectional relationship between both accounts.

The number of friendships will be taken from the table created by the community.

Games owned achievement - when reaching a number of games bought, receive the corresponding number of points

- 1 game: +1 point

- 5 games: + 3 points
- 10 games + 5 points
- 50 games +10 points

Games sold - when reaching a number of games sold, receive the corresponding number of points

- 1 game : +1 point
- 5 games: + 3 points
- 10 games: + 5 points
- 50 games : +10 points

Number of given reviews – once the user gives a number of reviews, they receive corresponding points

- 1 review : +1 point
- 5 reviews : +3 points
- 10 reviews: + 5 points
- 50 reviews : +10 points

On the profile there will be 8 places, one for each type of achievement. The most important achievement from each category will be displayed in the corresponding spot. If user does not have any achievements for a category, an “empty” achievement will be displayed on the corresponding spot. An “empty” achievement will be displayed as an icon with no colour.

- Achievement example:



The user should be able to see the achievement details (type and the date when it was unlocked, which is a field from the table that connects User and Achievements). Clicking on any achievement will allow the user to view all unlocked achievements, for each category.

## Features

A feature is a customization element that users can unlock and equip to personalize their profiles. Features enhance the visual appearance of a user's profile by adding decorative elements such as frames, emojis, backgrounds, pets, or hats.

Frame feature – add a border to the profile picture having a new style

Emoji feature – an emoji is displayed next to the profile picture

Background feature – the background has a different colour

Pet feature – have an animal

Hat feature – add a hat or a crown

Features shall have a point cost, and users shall be able to equip or remove unlocked features by going into “configurations” and “modify your features”. The points will be given based on how aesthetically pleasing the feature looks.

Information about how features are bought and equipped can be found in Feature Management from Profile Configuration System.

## Collections

### Collection Management

- Users can create new collections, adding games to them manually.
- A game can be removed from a collection, which deletes its association without affecting the game itself.
- Collections can be modified, allowing changes to the \*\*name, description, and cover image.
- Users can add games from their owned library to any collection.

### Visibility and Default Collections

- Collections can be private or public. Only public collections are visible to other users.
- By default, every user has a private collection that includes all the games they own. When the user buys a new game, the collection is updated.
- When a user purchases a new game, it is automatically added to their private collection.

Each game within a collection is linked through a database table, which tracks the relationship between collections and games, including the date of addition, which can be seen by the user.

## Profile Configuration System

The system shall provide a profile configuration interface accessible through a dedicated "Configure Profile" option on the user's profile page. This configuration hub serves as a central location for all profile customization and account management options.

## Feature Management

- The system shall display a complete catalog of available features categorized by type (frames, backgrounds, pets, hats, emojis)
- For each feature, the system shall show:
  - Feature name and description
  - Point cost (for unowned features)
  - Preview button
- When selecting a feature either owned or unowned, the system shall generate a preview showing how it would appear on the user's profile, including: a visual representation of the feature applied to the user's profile picture
- For owned features, the system shall provide:
  - Toggle switch to equip/unequip. The “equipped” field from the table that connects Users and Features will be updated accordingly. (True = equipped feature, False = unequipped feature). The user’s profile will be updated to correspond to the modifications.

Owned features will have a coloured border.
- For unowned features, the system shall provide:

- An option to buy the feature from the Store by redirecting you to it

Unowned features will be marked with a lock.

## Account Management

- The system shall include a dedicated "Account Settings" section with:
  - Email management with validation checks
  - Password update functionality with security verification
  - Profile description editor with character counter

When a user changes their password while logged in from multiple devices, the system must handle this scenario securely. Upon password change, the system should immediately invalidate all existing authentication tokens except for the session where the password change originated.

The system should send a notification to all recently active devices informing users that their password was changed. Users will be automatically redirected to the login page with a clear message explaining that their password was recently changed, requiring them to sign in again with the new credentials.

- All input fields shall implement:
  - Real-time validation with visual feedback
  - Format verification (email format, password complexity)
  - Appropriate error messaging for invalid inputs
- The system shall provide explicit session management options:
  - "Log Out" button with single-click functionality
  - "Delete Account" option with multi-step confirmation process
    - Require password verification
    - Display consequences (loss of purchases, friends, collections)
    - Send confirmation email after deletion request

## Friends

The user can see its number of friends and they will also have the option to see the full list of friends. From there, they can visit their profile or remove them from the friend list.

- Removing a friend terminates the friendship by deleting the corresponding entry from the friendship table, managed by Community.
- Visiting a profile allows the user to navigate to that user's profile.

When viewing another user's profile, the system displays:

- Profile picture with features
- Username
- Description (bio)
- Number of friends
- Achievements
- Public collections
- Options to "Add Friend" or "Remove Friend"
  - The system determines the relationship status between the viewing user and the profile owner by checking the friendship table for a connection between them.
  - Based on this relationship status, the system displays one of two options: to add a friend when no existing friendship is found, allowing the user to establish a new connection. Removing a friend option appears when a friendship already exists which will end it. The system updates the friendship table based on the option the user chooses.

## Wallet

The wallet has money and points which the user can see on the profile. Points are either achievement points or game points which are accumulated when buying a new game (10% is saved from the total of the game and transformed in points).

The user can choose to buy points or add money using PayPal or Credit/Debit Card.

The user can choose to add money.

- Amount Selection
  - User specifies the amount they wish to add to their account
  - Maximum limit (\$500) should be displayed
- Payment Method Selection
  - User chooses between PayPal or Credit/Debit Card
  - Each option expands to show relevant input fields
- Payment Information Entry



- For Credit/Debit Card: User enters card number, expiration date, cardholder name, and CVV
- For PayPal: User enters their PayPal email and password
- Payment Validation
  - For Credit/Debit Card:
    - Card number must be exactly 13 digits
    - CVV must be exactly 3 digits
    - Expiration date must follow MM/YY format and be a future date
  - For PayPal:
    - Email must have the format “user@example.com”
    - Password must be at least 8 characters long
  - Error messages appear immediately below invalid fields

After successful validation, the system processes the payment. Upon success, the account balance updates immediately

The user can. buy points using money. He can choose to buy as many points as he wants, considering that 5 points cost \$2, or he can choose to buy a preset point package. Higher quantities of points will result in less money paid (eg: buy 25 points for \$8 instead of \$10).

- Payment Method Selection
  - Same options as adding money: PayPal or Credit/Debit Card
  - Additionally, users can use their existing account money balance
- Payment Validation
  - If using account balance:
    - System verifies sufficient funds are available
    - If insufficient, user is prompted to add more money or choose another payment method
  - If using PayPal or Credit/Debit Card:
    - Same validation rules as described in the money adding process

Upon successful validation, points are instantly added to the user's balance. Both processes should include a cancellation option at any point before final confirmation, and all sensitive payment information should be handled securely with appropriate encryption.