PROJECT MODULE FILE (IT DEPARTAMENT)

GROUP DAW2

TITLE → newgame.com

GROUP MEMBERS (The students' names that will develop the project)

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DESCRIPTION (Write in no more than 20 text lines the objectives of the project)

We will develop a web based on the sale of video games and communication between registered users.

Among the different characteristics are the following:

To explain the different characteristics, we will separate them into groups by functionality.

The website will have a shopping section, in which registered users will be able to buy and reserve items.

In addition, registered users will have access to a library where they will have stored all the games that previously bought in the store.

The web will also add social networking features, users will be able to add other users as friends and be able to see the games they have in their library, they can start a text chat session with the users they have as friends etc.

Among other functions, are included: confirmation of purchase by mail, printing invoices, etc.

The project of this web is based on the web of steam, link to the web: http://store.steampowered.com/

MATERIALS REQUIRED AND TECHNICAL SPECIFICATIONS OF THE PROJECT

For the development of this project we will use the following technologies:

The web will be mounted on a buntu server 16.04, the locks in which the application will be developed will be the following:
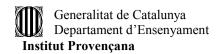
For the client environment: HTML5, CSS3, Javascript.

For the server environment: PHP

To manage the database: MySQL

It's possible that we'll need a TPV to simulate the purchases

FUNCTIONAL REQUIREMENTS

Users management

RF01 – Sign in on web

The website will have a form to register.

At the moment the user clicks on the register button, a form will appear asking for the following information: Name, surname, email, etc.

RF02 – User modification

From the user panel, an option will be created in which personal data such as address, card number, telephone number, user password, etc. can be modified.

RF03 – User login

From the web will be available at all times the option to log in as a user on the web.
In addition, in case the user has lost or does not remember the password will have a "recover password" option in which an email will be sent to the email that has configured in your user account.

RF04 – User logout

On the web will be visible at all times the option to close the user session and return to the home page.
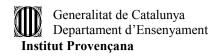

Purchasing management

RF05 – Buy store items

In case the user is registered, you can buy the items that are available in the store, from the you can find an item to buy it.
To simulate the purchase, it will be investigating how to communicate the application with a TPV.
In case of it is not possible, it will be creating virtual money, that it will be linked with each user through an attribute in users table, on the data base.

RF06 – Shopping cart

A registered user can add items to a cart in which a list is created with all the items to make the purchase.

RF07 – Purchase confirmation

Once a user has paid the items he has in his shopping cart, his purchase will be confirmed by sending an email indicating the items purchased and the total of the same.

RF08 – Shopping history

Within the user panel, registered users will have an option that is called prior purchases. Within this section the user will have a history with previous purchases.

RF09 – Book article

In the case that a registered user wants to reserve an item from the store will have to follow these steps:

1. Find the item inside the store

2. If the item is not yet available, it will look like a box in which you can reserve the item.

3. Within the reservation section, the user may either pay for the entire article, or 20% of the total price.

Social network

RF10 – Text chat

Registered users can open a chat with any of the users that have added as friends.

RF11 – Add friends

Registered users will have a list of friends from where they can invite any other users.

RF12 – User profile

Registered users will have a user profile that they can configure as public or private, where they will be shown which games they have, their profile image and a wall to post comments.

RF13 – Reviews / Ratings

Unregistered users will be able to see the value of the games by entering them. Registered users can also publish their own reviews and opinions of any game they have purchased.

General functions

RF14 – Games library

Registered users can access a section where a list of all the games they have purchased will be displayed.

RF15 – Look for articles on the web

Users can search into the page to find the desired items.

RF16 – Custom forums per article

Each game will have an associated forum where users can open threads or respond to threads already created.

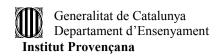**NON FUNCTIONAL REQUIREMENTS**

Architecture

RNF01 - Web navigators
The application website should be able to be exploited and managed using any Web navigator.

RNF02 – Data storage
 Los datos de la aplicación deberán estar almacenados en un sistema gestor de bases de datos, sobre el cual puedan realzarse futuras consultas no previstas en la actualidad.

The application data must be stored in a database management system, on which we'll be able to make still not planned queries.

Security

The data of the application can only be modified by us, he administrators. The user profiles of the application will be the following: registered user and guest user.

RNF03 – Visiting Users
The guest user profile will be the one used by web users who have not yet registered to access the application:

• Select language
• Sign in to app
• Access Home Page
• Check catalog of games for sale
• Access the main page of each game
• Access to game images/trailers
• See other users' ratings
• Check the forums of the games

RNF04 – Registered users
The basic functionalities available to registered users are the same as the
Guest users, but with the following permissions:

• Log in
• Log out
• Making purchases of games
• Add credit card as payment method
• Making a reservation
• Cancel a reservation
• Manage your reservations
• Add users to friends list
• Open a text chat with any added contact
• Access game library
• Download library games
• Post analysis/ratings of purchased games
• Open threads in the forums of the games
• Reply in threads of the games forums
• Manage your personal account data
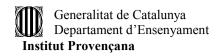• Manage your personal profile data
• Password Recovery

RNF05 – Secure Passwords
We will encrypt all the passwords stored in our database. The encryption of the passwords will use md5 with a hash of 256 sha.

Servers

RNF06 – Servers
The whole web will be mounted on an Ubuntu server 16.04, which will contain the following
Services to raise the web:

Apache2 as web server, PHP 7 as PHP interpreter, MySQL as server for database.

Programming languages

RNF07 – Programming languages
In our server we will use the following languages:
- PHP: It will be used to execute server scripts that attack the database.
- PLSQL: We will create triggers in our database
- MySQL: With it we will create the tables of our database

RNF08 – Client language
In the clients we will use the following languages:
- HTML: We will use it to paint the page itself
- CSS: It will serve to style the web.
- JQuery: It will be used for dynamic parts of the web that only run on the client.
- AJAX: It will serve for the asynchronous communications with the server.

MOCKUPS OR WIREFRAMES of your WEB App Project
(Draft version: mockups are a way of designing user interfaces on paper or in computer images. it is a first version to specify by designers, mainly to acquire feedback from users)