

Homepage:

Game Listings

The system shall display multiple categories of games on the homepage:

1. Recommended Games

- The system shall include games that share **tags** and **developers** with titles the user already owns.
- The recommendation algorithm shall be weighted as follows:
 - **25%** based on common tags between the user's owned games and candidate games.
 - **25%** based on the user's own **favourite** or **user-defined tags**.
 - **50%** based on how many users purchased the candidate game in the past **7 days**.

2. Trending Games

- The system shall list the most played games for each category.
- Trending status shall be determined by **current or recent player counts** (e.g., number of active players or total players in a given timeframe).

3. Games on Sale

- The system shall display the most popular games that are currently discounted.
- Priority shall be given to games with **higher overall popularity**.

Filtering and Search

The system shall provide the following filtering and search features:

Filtering

Users shall be able to refine displayed games based on:

- **Price** (e.g., up to a specified maximum price, or by price range).
- **Review Score** (e.g., minimum review rating threshold).

Search

- The system shall provide a **search bar** that allows users to find games by **name**.
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Navigating to different pages from the Homepage

Navigating to a Game Page

- The system shall enable users to **click** or otherwise **select** any game on the homepage to access that game's dedicated store page.

Wishlist

- The system shall provide a **Wishlist button** that allows users to access their saved wishlist of games.
- Clicking the **Wishlist button** shall navigate the user to the **Wishlist page**.

Points

- The system shall provide a **Points button** that displays the user's current point balance.
- Clicking the **Points button** shall navigate the user to the **Points Shop**.

Wishlist:

The system shall provide a Wishlist page where users can manage their saved games of interest.

Wishlist Management

- Users shall be able to add or remove games from their wishlist.
- The system shall display all wishlisted games, including their current price, discount (if applicable), and review score.
- Users shall have the ability to sort wishlisted games by criteria such as:
 - Price (ascending/descending)
 - Discount percentage
 - User rating

Wishlist-Based Notifications

- The system shall notify users when a game on their wishlist:
 - Receives a discount or special offer
 - Is about to be removed from the store
 - Has a significant update or expansion release

Filtering & Search (for both Store and Wishlist)

The system shall allow users to refine their search in both the **store** and **wishlist** using the following filters:

- **Price:** Filter games by a maximum price or within a price range.
- **Review Score:** Display only games with a minimum rating threshold.
- **Tags:** Filter by game tags such as genre, category, and multiplayer.
- **Name Search:** Users shall be able to search for games by name in both the store and wishlist.

Integration with Store & Recommendations

- The system shall allow users to navigate directly from their wishlist to the game's store page.
- The system shall provide recommendations based on the user's wishlisted games, suggesting similar titles.

Game Page:

The system shall provide a dedicated page for each game, displaying detailed information and interactive features, including:

Game Description

- The system shall display a comprehensive description of the game, including its genre, gameplay mechanics, storyline, and unique selling points.
- The system shall allow developers to format descriptions with headings, bullet points for better readability.

Game Specifications

- The system shall list both the **minimum** and **recommended** system requirements necessary to run the game.
- The system shall ensure that specifications include details such as **operating system, processor, RAM, graphics card, storage requirements, and any additional dependencies**.

User Reviews & Ratings

- The system shall display an aggregated **overall rating** based on user reviews, shown as a numeric value (e.g., out of 10) or a star-based system.
- The system shall ensure that reviews contain both **text feedback** and an optional **rating score**, and allow users to upvote or downvote reviews based on usefulness.

Game Media (Images & Videos)

- The system shall display a **gallery** of in-game screenshots and official promotional images.
- The system shall support embedded videos, including **game trailers and/or gameplay footage**.

Navigation & Additional Features

- The system shall provide a **clear purchase option**, allowing users to buy or add the game to their wishlist.
- The system shall include links to related games, such as **DLCs, expansions, or similar titles**.

Transaction:

1. Cart Management

- The user selects items to add to the cart.
- The system verifies item availability.
- **Performance Requirement:** Cart retrieval and item validation should complete in $\leq 5\text{ms}$.

2. Payment Method Selection

- The user selects a payment method:
 - **Steam Wallet**
 - **Paypal/Card**
- **Performance Requirement:** Payment method selection should be processed in $\leq 2\text{ms}$.

3. Payment Validation

- If using **Steam Wallet**, the system:
 - Validates the available balance.
 - Ensures sufficient funds for the transaction.
- If using **Paypal/Card**, the system verifies card/paypal informations and if they are valid we will proceed with the transaction,
- **Performance Requirement:** Balance validation should be completed in $\leq 3\text{ms}$.

4. Transaction Processing

- Upon successful validation:
 - The system deducts the appropriate amount from the chosen payment method.
 - The transaction is confirmed, and a receipt is generated.
- **Performance Requirement:** Transaction finalization should complete in $\leq 10\text{ms}$, ensuring minimal latency.

5. Post-Transaction Actions

- If payment is successful:
 - The order is finalized, and items are marked as purchased.
 - A confirmation message is sent to the user.
- If payment fails:
 - The user is notified, and the transaction is canceled.
- **Performance Requirement:** Transaction status update and user notification should be processed in $\leq 5\text{ms}$.

Developer Page:

Game Creation

- Developers have access to a “Create New Game” feature, allowing them to submit basic game information (such as title, price, and genre), along with media (e.g., screenshots or trailers).
- Any newly submitted game begins in an unvalidated state and requires approval before it is visible to the public.
- Each game’s status is displayed (e.g., **Pending**, **Approved**, **Rejected**), so developers always know whether a game is live or awaiting further review.

Game Updating

- Developers can revise the details of any of their own games—changing attributes such as the title, description, or media.
- Once updated, the game returns to a pending state until the changes are reviewed and approved.
- If an update is not accepted, the developer sees a brief explanation (e.g., “Rejected with reason”) to help them address any issues.

Game Deletion

- A developer may only delete games that they created.
- When a developer confirms deletion, the game is removed from public listings and no longer appears in the developer’s portfolio.
- If a game already has active players or purchasers, the system may display a message advising the developer that the game has been previously bought by others.

Validation & Publication

- Newly created or updated games require review. Once approved, they become **published** and visible in the store.
- If a game or update fails to meet requirements, developers receive a rejection message indicating why, so they can make corrections.
- Developers can review and validate **other** developers’ games, providing feedback or approval. However, they **cannot** self-approve their own games; those must be validated by a different reviewer.

Developer UI

- A dedicated **Developer Page** (or dashboard) is presented only to users with appropriate developer credentials.
- **List of Games:**
 - The dashboard displays all of a developer’s games—both live (published) and pending.
 - Each game in the list shows its current status (e.g., **Pending**, **Approved**, **Rejected**).

Points Shop:

General requirements:

- The Points Shop system must be integrated into the store section of the platform as a sub-tab of the homepage.
- Users must have a separate balance for points, distinct from their monetary balance.
- The system must display the user's current points balance on the store page and in the Points Shop tab.
- Points transactions must be logged for verification and debugging purposes.

Earning Points

- Users earn 10% of the total purchase price of any store transaction as points.
- Points must be added to the user's balance immediately after a successful purchase. (Dependency: Transactions - Bob)
- Points should not be awarded for purchases also made with points.
- Users should receive a confirmation notification when points are credited.

Spending Points

- All items in the Points Shop must be exclusive to points purchases and cannot be bought with real money.
- When an item is purchased, the corresponding amount of points must be deducted from the user's balance.
- If the user does not have enough points, the purchase should be prevented with an appropriate message.
- Users should receive a confirmation notification when an item is purchased with points.

Points Shop UI & Storefront

- Users must be able to see item details before purchasing.
- The Points Shop must clearly indicate the point cost of each item.
- The UI should display the user's current points balance at all times.

Transactions & Verification

- Every purchase using points must generate a transaction entry in the database. (?)
- Users should be able to view their points transaction history (earnings and spending).
- The system must prevent fraudulent point gains (e.g., canceling purchases after earning points). (Dependency: Transactions - Bob)