# Project Overview Statement

The Game Store project is an online platform designed to facilitate the buying, selling, and reviewing of video games. This platform caters to a wide range of users including gamers, developers, and administrators. The goal is to provide a seamless, user-friendly experience where users can browse games, make purchases, and leave reviews. Developers can upload and manage their games, while administrators oversee platform activities to ensure smooth operations.

# Requirements/Feature List

User Management:

* User registration
* User login/logout
* Profile management
* Password recovery

Game Management:

* Browse games by categories
* Search functionality
* Game detail view
* Add games to wish-list
* Download purchased games

Transaction Management:

* Shopping cart
* Checkout process
* Payment gateway integration
* Order history

Review System:

* Add game reviews
* View reviews and ratings
* Rate reviews as helpful or not

Developer Features：

* Developer registration and profile
* Game submission and management
* Sales and download statistics

Administrative Features:

* User management
* Game approval/rejection
* Review moderation
* Financial reports

Additional Features:

* Notifications (email, in-app)
* Promotional offers and discounts
* Multilingual support

# Feature Tree Diagram

# Domain Dictionary

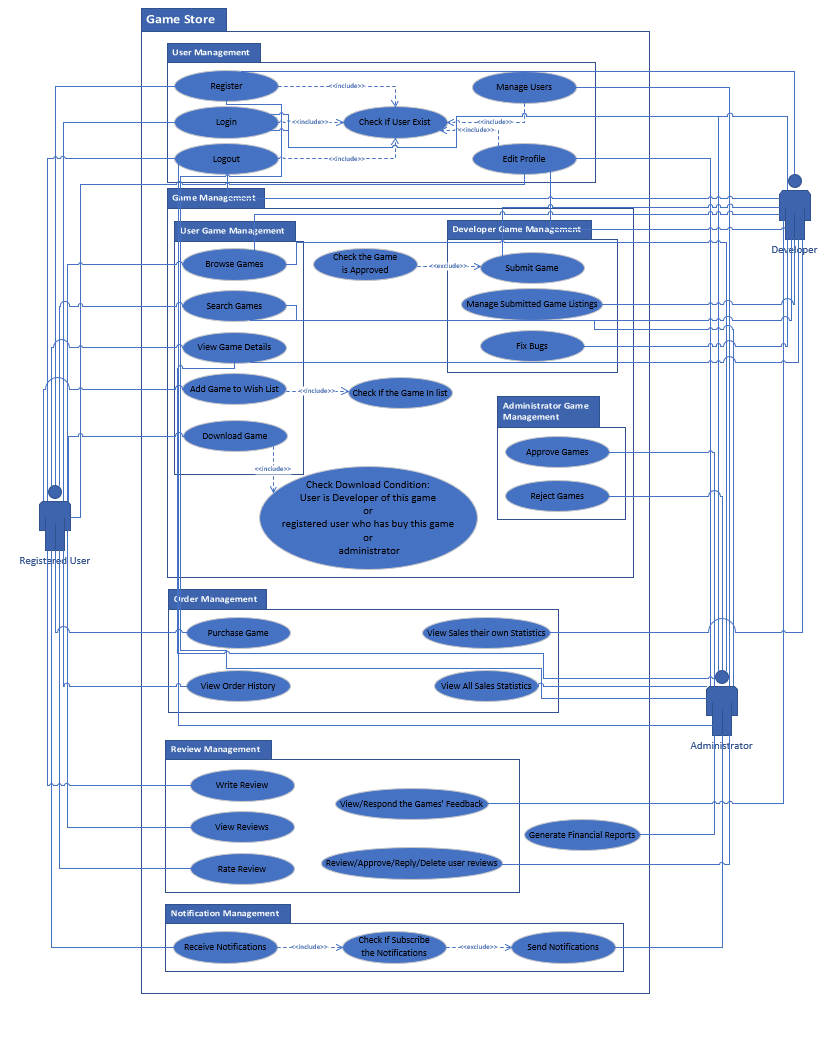
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| --- | --- | --- |
| **Name** | **Type** | **Description** |
| User | Role | An individual who uses the Game Store platform. |
| Developer | Role | A user who submits and manages games on the platform. |
| Administrator | Role | A user with elevated privileges for managing the platform. |
| Game | Object | A digital product available for purchase or download. |
| Review | Process | Feedback provided by users about a game. |
| Transaction | Process | The process of purchasing a game. |
| Wish list | Object | A list of games a user is interested in purchasing later. |
| Notification | Object | Messages sent to users about updates, offers, or other information. |
| Shopping Cart | Object | A virtual cart where users can add games before purchasing. |
| Payment Gateway | Process | A service that processes credit card payments for transactions. |

# Actor Dictionary

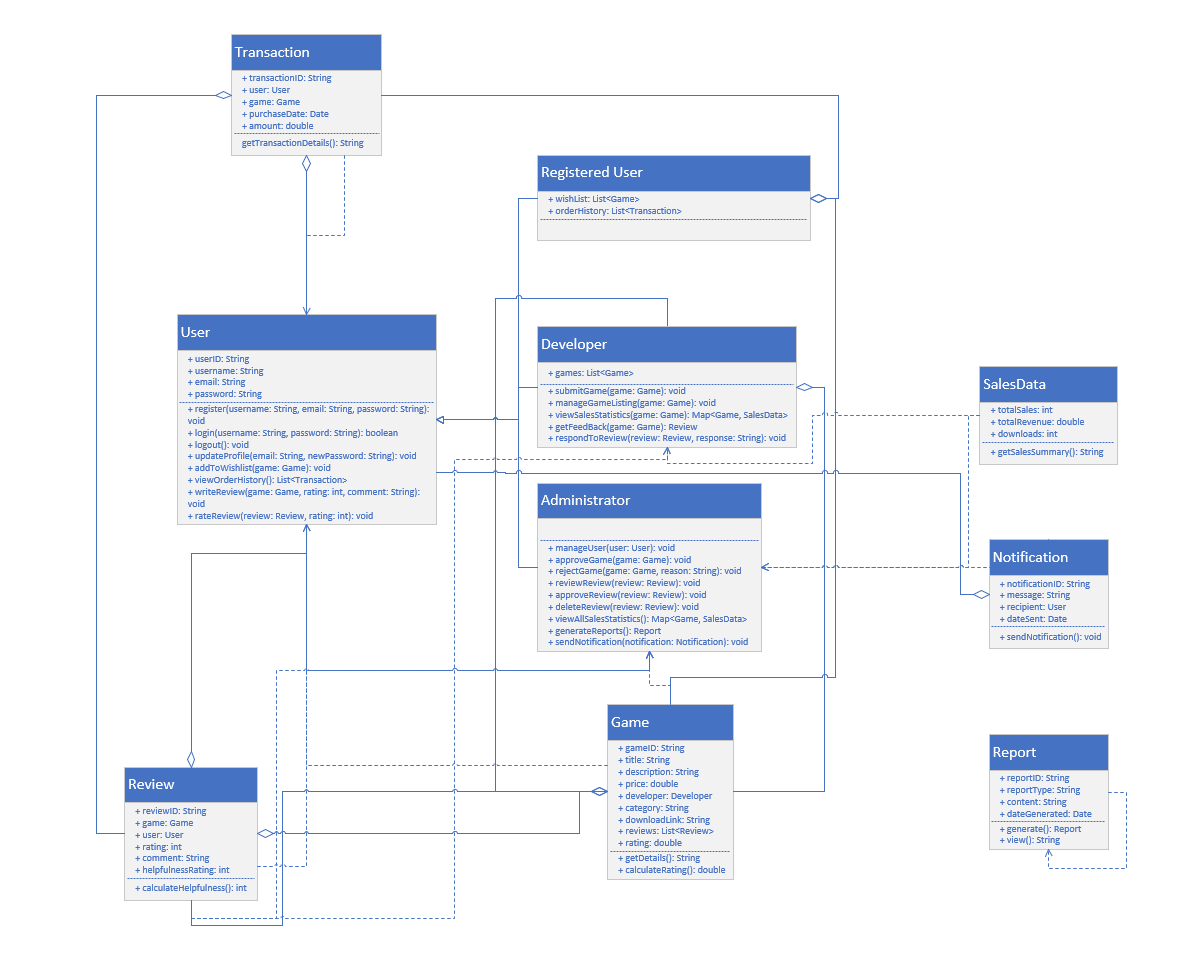
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| **Actor** | **Description** | **Abstraction** | **Use case(s)** |
| User | Any visitor to the Game Store who can browse and purchase games. | Yes | 1. Register 2. Login 3. Logout 4. Browse Games 5. Search Games 6. View Game Details |
| Registered User | A user who has created an account and can access additional features like the wish list and review system. | No(inherit from the User) | 1. Edit Profile 2. Add Game to Wish List 3. Purchase Game 4. Download Game 5. View Order History 6. Write Review 7. View Review 8. Rate Review 9. Receive Notifications |
| Developer | A registered user who submits and manages their games. | No(inherit from the User) | 1. Submit Game 2. Manage Submitted Game Listings 3. View Sales Statistics from themselves 4. View/Respond the Games’ Feedback 5. Fix Bugs |
| Administrator | A registered user with permissions to manage the platform, including user management and content moderation. | No(inherit from the User) | 1. Manage Users 2. Approve Games 3. Reject Games 4. Review/Approve/Reply/Delete user reviews 5. View All Sales Statistics 6. Generate Financial Reports 7. Send Notifications |

# Use Case Diagram

1. Register
2. Login
3. Logout
4. Check If User Exist
5. Browse Games
6. Search Games
7. View Game Details
8. Edit Profile
9. Add Game to Wish List
10. Check If the Game In list
11. Purchase Game
12. Download Game
13. Check Download Condition
14. View Order History
15. Write Review
16. View Review
17. Rate Review
18. Receive Notifications
19. Submit Game
20. Check the Game is Approved
21. Manage Submitted Game Listings
22. View Sales Statistics from themselves
23. View/Respond the Games’ Feedback
24. Fix Bugs
25. Manage Users
26. Approve Games
27. Reject Games
28. Review/Approve/Reply/Delete user reviews
29. View All Sales Statistics
30. Generate Financial Reports
31. Send Notifications
32. Check If Subscribe the Notifications



# Analysis Model



# Interaction Sequence Diagrams