Introduction to Software Engineering – Project Release [Discussion Session P7 (1:55 – 2:45)]

Client: Michael Levecque

Web Application Name:

GG (GamerGator)

Description:

An entrepreneur opens a new comic book and gaming store in the Gainesville area close to campus. The owner is a passionate gamer and devout D&D adventurer. To ramp up business and community relations, the owner has tried to host several gaming events including console tournaments and mini role-playing conventions to name a few. However, the owner quickly realizes in the first few months of business that he is failing to reach members of the local UF gaming community, which the owner knows is prominent as they are a Gator alumnus. Posting the event updates on his businesses official social media pages is not working, as attendance to their introductory store events has been lacking greatly. Knowing the capabilities of UF CISE students, he wonders if he could spearhead the development of an app to serve as a hub for all things gaming, from free events to registered tournaments and anything in between.

The purpose of the GG app is to provide the UF and nearby Gainesville gaming community a central web application that informs them of all local gaming events for a wide variety of fandoms and platforms. This new web-app would support everything from organizing and posting an event or tournament, provide all the necessary information participants need to know, allow for all potential participants to pre-register or RSVP, and so much more. Ultimately, the goal is to keep the gaming community informed, united and strong.

Target Users:

- Tournament MCs, Dungeon Masters, and other organizers looking to manage and post a gaming event.
- Gamers or any other participants looking and registering for gaming events.
- Potential Admins for quality control of event postings and other user account management.