

## GAMarket

The goal of GAMarket will be to have an all-encompassing video game distribution platform. This will include video games from all platforms such as PlayStation, Nintendo, Xbox, mobile games, and desktop games. GAMarket will come with features such as a friend system, chat system, profile system, and many more. Java and JavaFX will be the main language used in this project, along with a small touch of SQL for database querying if possible.

Repository: [github.com/davidlserrano/GAMarket](https://github.com/davidlserrano/GAMarket)

Live Documentation: [lucidchart.com/invitations/accept/596aee3e-e70f-48e5-a8b7-c438d59e906f](https://lucidchart.com/invitations/accept/596aee3e-e70f-48e5-a8b7-c438d59e906f)

### Team Members/Roles:

- Joe - #HomeDev
- David - #ClientDev
- Kenny - #GameDev

### Components/Requirements:

- Store (2nd highest priority)
  - Buy/refund/sell games
  - Genres
- Profile(s) (3rd highest priority)
  - Personal/Game/Developer
  - User Image
  - About Me
  - Developers can post game profiles
  - Friends
- Authentication
  - Email verification
  - Username
  - Password
- Account services
- Forum
  - Threads
  - Posts
- Home page/feed (Highest priority)
- Chat service
- Search bar (games, users, developers)
- Library
  - Owned games
  - Search/sort
  - 2nd game profile maybe?
  - Updates
  - Achievements
  - Friends with same game

Schedule:

Weekly Meetings before class

Week	Goals
Week 1	<ul style="list-style-type: none"><li>• Requirements</li><li>• UML</li><li>• Design</li></ul>
Week 2	<ul style="list-style-type: none"><li>• Client interface #ClientDev</li><li>• Basic Profile Interface #HomeDev</li><li>• Database creation/simulation? #GameDev</li></ul>
Week 3	<ul style="list-style-type: none"><li>• Continue Basic Game profile interface #GameDev<ul style="list-style-type: none"><li>• Comments/Friends</li></ul></li><li>• Client interface/ Homepage #ClientDev<ul style="list-style-type: none"><li>• Links to collection/Simulate feed</li></ul></li><li>• User/Developer profile #GameDev</li></ul>
Week 4	<ul style="list-style-type: none"><li>• Check in and reassess</li><li>• Friend system #HomeDev</li><li>• Store #StoreDev</li></ul>
Week 5	<ul style="list-style-type: none"><li>• Authentication</li><li>• Chat service</li></ul>
Week 6	<ul style="list-style-type: none"><li>• Library</li><li>• Achievements</li></ul>
Week 7	<ul style="list-style-type: none"><li>• Account services</li><li>• Forum</li><li>• Begin JUnit testing</li></ul>
Week 8 Switch?	<ul style="list-style-type: none"><li>• Final tweaks</li><li>• JUnit testing</li></ul>