

GAMarket Software Requirements
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1. Introduction
 - 1.1. Purpose: All for one platform to distribute the sale of video games to users. The purpose 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 also strive towards connecting gaming communities together.
 - 1.2. Scope: Allow users to buy games while featuring a community of users' interactions among standard users and game developer users. Within the means of the project, functionalities to be implemented are:
 - 1.2.1. An online store where video games can be purchased
 - 1.2.2. Both a profile and friends-list system that will allow players to simultaneously create an online persona and connect with other people
 - 1.2.3. A dedicated internet forum space for each video game's respective community to meet and have discussions.
 - 1.3. Definitions, acronyms
 - 1.3.1. Developer: A person or company who develop and produce video game(s)
 - 1.3.2. Player: A person using the software for the purpose of purchasing, playing, and/or discussing video game(s)
 - 1.3.3. GAMarket Credit: An online form of currency used to purchase a video game for a friend or send an online gift card with.
 - 1.3.4. Username: A unique name selected by the user to represent them virtually
 - 1.3.5. Collection: A collection video games
 - 1.4. References
 - 1.5. Overview: GAMarket features a platform for users to buy video games, developers to upload their video games for sale, and a space for online gaming communities to grow.
2. Overall Description
 - 2.1. Product perspective
 - 2.2. Product functions
 - 2.3. User characteristics
 - 2.3.1. There are two types of users
 - 2.3.1.1. Player(s)
 - 2.3.1.2. Developer(s)
3. Specific Requirements
 - 3.1. User Requirements
 - 3.1.1. The user will have access to a login page including the following:
 - 3.1.1.1. A field to enter the player's username or email
 - 3.1.1.2. A field to enter the player's password

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- 3.1.1.3. An option for players to be able to recover either their username or password if forgotten
- 3.1.1.4. An option for the user to register through the software as a new player
- 3.1.1.5. An option for the user to register through the software as a new developer
- 3.1.2. Players will have access to a store that will provide them with:
 - 3.1.2.1. The ability to purchase video games to add to their collection
 - 3.1.2.2. A feed of recommended, featured, or advertised games to purchase
 - 3.1.2.3. The ability to search for a game along with the ability to filter the search by title, genre, or rating
 - 3.1.2.4. A way to navigate through the user's collection or profile
- 3.1.3. The player's video game collection will include:
 - 3.1.3.1. A collection of purchased games
 - 3.1.3.2. The ability to execute games from their collection
 - 3.1.3.3. The ability to sort games through filters such as alphabetical order, newest released, date purchased, etc.
 - 3.1.3.4. The ability to search for an owned game along with the ability to filter the search by title, genre, or rating
- 3.1.4. The user will have a profile that will include:
 - 3.1.4.1. An option for the user to upload an image to represent them through their profile picture
 - 3.1.4.2. An about section for the user to describe themselves
 - 3.1.4.3. A section listing friends the user has added
 - 3.1.4.4. A section displaying the achievements the user has earned
 - 3.1.4.5. A section displaying the user's and/or friend's recent activity
 - 3.1.4.6. A way to navigate to the user's account services
 - 3.1.4.6.1. The user's private information will be encrypted and salted
- 3.1.5. From the online store, the user will have access to video game profiles that include:
 - 3.1.5.1. The video game's title
 - 3.1.5.2. The video game's developer
 - 3.1.5.3. Description and information on the video game
 - 3.1.5.4. A way to access the respective video game's forum
 - 3.1.5.5. A way to view reviews left by other players who are confirmed to own the video game or have owned the video game
 - 3.1.5.6. A way to view the respective video game's available achievements
 - 3.1.5.7. A way to view the developers updates and patch notes for new versions

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- 3.1.5.8. The recommended system requirements for the video game to run decently on a user's personal computer
- 3.1.6. The developer(s) will have a profile that includes:
 - 3.1.6.1. A way to view a list of video games they have uploaded on to the software
 - 3.1.6.2. An option to list and promote newly developed video game(s)
 - 3.1.6.3. An option to modify uploaded video game(s)
 - 3.1.6.4. An option to remove video game(s)
 - 3.1.6.5. A way to view statistics on a listed video game of theirs including:
 - 3.1.6.5.1. The amount of people who have purchased the game
 - 3.1.6.5.2. The amount of people currently playing
 - 3.1.6.5.3. The amount of people who have returned the video game
- 3.2. System Architecture
- 3.3. System Requirements
 - 3.3.1. The system will use a service that handles large volumes of transactions
 - 3.3.2. The system will have databases to store profile and video game data
 - 3.3.3. The system will have a server to handle chat and Application User Interface(API) functions
 - 3.3.4. The system be written with the Java programming language and will run on the Java Virtual Machine
- 4. Legal, Copyright: @GAMarket Corporation. All rights reserved. All trademarks are property of their respective owners in the US and other countries.
- 5. System Evolution
 - 5.1. A website platform that serves as an alternate (pathway?) for users to access the GAMarket platform.
- 6. Supporting Info