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](http://github.com/davidlserrano/GAMarket)

Live Documentation: [lucidchart.com/invitations/accept/596aee3e-e70f-48e5-a8b7-c438d59e906f](http://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 | * + - Requirements     - UML     - Design |
| Week 2 | * + - Client interface #ClientDev     - Basic Profile Interface #HomeDev     - Database creation/simulation? #GameDev |
| Week 3 | * + - Continue Basic Game profile interface #GameDev       * Comments/Friends     - Client interface/ Homepage #ClientDev       * Links to collection/Simulate feed     - User/Developer profile #GameDev |
| Week 4 | * + - Check in and reassess     - Friend system #HomeDev     - Store #StoreDev |
| Week 5 | * + - Authentication     - Chat service |
| Week 6 | * + - Library     - Achievements |
| Week 7 | * + - Account services     - Forum     - Begin JUnit testing |
| Week 8  Switch? | * + - Final tweaks     - JUnit testing |