

Functional Requirement

- 3.1 Signup
 - 3.1.1 Gamers Signup
 - User can signup by providing email, username, password.
 - Input: email, username, password
 - Output: User is registered successfully.
 - 3.1.2 Organization/Gaming Organization Signup
 - User can signup by providing organization email, username, password.
 - Input: organization email, username, password
 - Output: User is registered successfully.
- 3.2 Login
 - 3.2.1 Gamers Login
 - User can login by providing email, password.
 - Input: email, password
 - Output: User is logged in successfully.
 - 3.2.2 Organization/Gaming Organization Login
 - User can login by providing organization email, password.
 - Input: organization email, password
 - Output: User is logged in successfully.
- 3.3 Gaming Id Integration
 - User can integrate their gaming id with the platform.
 - Input: Username of Particular Game
 - Output: Account is integrated successfully.
- 3.4 Update Profile
 - User can update their profile.
 - Input: Name, Email, Username, Password, Profile Picture
 - Output: Profile is updated successfully.
- 3.5 Create Event
 - User(Organizations) can create an event.
 - Input: Event Name, Event Date, Event Time, Event Description, Event Prize, Event Rules, Event Privacy
 - Output: Event is created successfully.
- 3.6 Register for Event
 - User can register for an event for private and public.

- Input: Fill Required Details
 - Output: User is registered successfully.
- 3.7 Promote Event
 - Gaming Organization can promote their event.
 - Input: Id of Particular Event
 - Output: Event is promoted successfully and on that event page, it will show that this event is promoted by this organization.
- 3.8 Sponser Event
 - Gaming Organization can sponser an event.
 - Input: Id of Particular Event
 - Output: Event is sponsored successfully and on that event page, it will show that this event is sponsored by this organization.
- 3.9 Sync Data
 - 3.9.1 Game Data Sync for Gamers
 - User can sync their game data with the platform.
 - Input: Sync Game Data option
 - Output: Game Data is synced successfully.
 - 3.9.2 User Data Sync for Gaming Organization
 - User can sync their user data with the platform.
 - Input: Sync User Data option
 - Output: User Data is synced successfully.
- 3.10 Event Notification
 - User will get notification for the event.
 - Input: Event Notification triggered by organization
 - Output: User will get notification for the event.
- 3.11 Visibility
 - User can set the visibility of their profile.
 - Input: Public, Private
 - Output: Profile is set to Public/Private.