# CS355 Databases

# Fall 2019

# Project Proposal

**[Name of Project]**

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# *Submitted to*

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**Introduction**

The PC games market has major stores like the Epic Games store and the Steam market. Our project will be an online game store, following some patterns form the two examples stated above, where registered customers can order games online and download them onto their PCs to play with some key changes to the system to make the market places easier to use.

**Modules of the System**

1. The system will have a list of games, each assigned a unique registration ID invisible to the user. Games will have a title, Developer Name, Genre, Price, cover image and Tags.
2. Customers will be registered on the system with a unique user address, name, their current account balance, list of games in library and a wish list.
3. Developers can register themselves and be assigned a unique developer ID. They will also have a studio name, list of developers and their designation, along with the studio's account balance. Developers must have at least one fully developed game ready for sale in order to register.
   1. There will also be a small difference depending on the type of developer they are e.g. Indie or AAA in the tagging system
4. Customers can search the games catalogue by using any of the criteria as mentioned in point 1. The user will see a list of games with their title, genre, tags and cover image. Upon selecting a game users will be moved to the game page where they can view other details and user feedback on the game along with other suggested games with similar tags or genres that the user may be interested in.

**Front-end Development**

Web-based application with the following features:

1. Registration forms for customers and developers/publishers respectively.
2. Search fields and view functionalities.
3. Images and embedded video/audio
4. User Comment section and rating system
5. Difference in ability to edit product data based on type of user. Publishers/Developers can only edit data regarding their own product and Customers cannot edit data at all.
6. Users can only see some information regarding each other for the security of their personal information.

**Tools & Technologies**

Back-end: SQL Server

Front-end: C#