# CS355 Databases

# Fall 2019

# Project Proposal

**[Name of Project]**

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# *Submitted to*

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**Introduction**

Our project will be an online game store where registered customers can order games online and download them onto their PCs to play.

**Modules of the System**

* 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.
* 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.
* 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.
* 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 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**

*Note: [List the modules that will be addressed for front-end development. Front-end can be a desktop based/web-based/app based application developed in any language/platform. If your system is detailed enough, you do not have to build the front-end of complete system. You can choose some module(s) and implement them completely from front-end to back-end. Discuss this with your instructor/RA and get their approval before finalizing the scope. ]*

**Tools & Technologies**

Back-end: SQL Server

Front-end: C#