

Task: Replicate Steam-Like Platform

Website: <https://store.steampowered.com/>

Objective:

Develop a digital distribution platform for PC games, incorporating features such as user accounts, a game library, social interactions, and an integrated store.

Features to Develop:

1. User Authentication and Profile Management

- **Registration/Login System:** Allow users to create accounts or log in with existing credentials. Use any of the databases to store the registration information and verify when trying to log in.
- **Profiles:** Add a page to create their Profile when login in for the first time. Later, Users can update profiles with avatars, bios, and activity stats.

2. Game Store

- **Browse Games:** Include categories like genres, top-sellers, and new releases.
- **Game Details Page:** Screenshots, trailers, reviews, ratings, and system requirements.
- **Purchase Games:** Add a button for “Add to cart” to replicate the feature of buying the games.
- **Cart:** It will show all the games that have been added to the cart with a total payment amount.

Note: No need for actual payment integration here. This is only for the UI perspective. For additional functionality, you can also store the games added to the cart for each user based on the Login.

3. Game Library

- **Download/Install Management:** Provide an option for Users to show all the purchased games in the list where they can download/install games.
- **Launch Games:** Users should be able to launch installed games directly through the Library. Add a button to Launch installed games.

This is an initial concept for replicating the platform. We would greatly appreciate your creative input during its development. We encourage you to think outside the box and consider innovative features that could set this platform apart from others.