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Phase 2 REVISED

**Problem Statement:**

Our group intends on creating an E-Commerce store for a variety of video game users. The website will gather user information, and allow users to search for their favorite games. Along with being able to digitally purchase any game on the website, the site will also

sell merchandise that can be shipped to the users door. The need for this site comes from the fact that users will be able to find reviews, stores, trailers, and any other information that they need all in one place, while catering to the fact that you can specifically search for platform specific information.

**Functional requirements:**

1. Given the name of a game, search for all the information related to the game
   1. Involves the “games” entity which stores the price, published year, publisher,    developer, ESRB, and name of the game. The “physical” and “digital” entities which store manufacturing number and digital code respectively. The “reviews” entity which will retrieve the ratings out of 5 and the rating description. Then the “PC”, “physical”, “xbox”, and “PS” entities to retrieve the ID associated with the review.
2. User selects the game and goes to checkout
   1. Involves “Users” entity which stores the customers billing information. The “Purchases” entity which stores the bill of sale. The “Games” entity which contains the name, published year and price of the game.
3. User selects the merch tab and goes to checkout
   1. Involves the “merch” entity which contains the product name, the price and inventory number of all the merch available. Also involves “Users” entity which stores the customers billing information. The “Purchases” entity which stores the bill of sale.
4. User uploads a review
   1. Involves both the “merch” and “games” entities to grab the name of the product. Involves the “users” entity to grab the username and the “purchases” entity to ensure the user writing the review has bought the game. Involves the “reviews” entity to store the uploaded text and rating.
5. Ability to upload new content
   1. This administrator function involves both the “merch” and “games” entities. The administrator will be able to upload all appropriate attributes of these entities to the server.