

Description

The idea behind the website is to provide a platform where members of communities can share their board games and video games with one another. Through this sharing system, individuals can have access to a variety of games without having to pay for them. The website aims to foster a sense of community and provide an avenue for people to connect over shared interests. By encouraging the lending of games, the website promotes sustainability and reduces waste, as well as offering an opportunity for individuals to try out new games before committing to purchasing them. Overall, the website is designed to facilitate a fun and enjoyable experience for its members while also promoting a more sustainable and collaborative approach to gaming.

Note: This project has an external project client.

Features:

Game info:

Description

Owner

Amount of players (i.e 1-4 players)

Expected Play time (45 min or 30 min per player)

Currently borrowed or not (all games are not possible to borrow)

Box contents (amount of cards, dices etc) ?? NOT a priority

Platform (steam, board game / analog, ps4, etc)

Voting 👍👎

Game Release date

Date added to site (purchased)

Played/not played (might be inferred from voting)

Sleeved/not sleeved

Site feature:

Login button

Searchbar

Sort/filter

Milestones:

Add descriptions to the games shown, this should eventually include:

- A short description
- Who owns the game
- How long the game takes to play
- If the game is currently borrowed
- Which platforms the game is owned on
- The release date of the game
- When the game was added/purchased
- If it's sleeved or not

KPI:

Velocity (number of story points done)

- Will help predict how much work can be done next sprint

UN Global Goals

Our project aligns with two of the Sustainable Development Goals, SDG 10: Reduced Inequalities and SDG 12: Responsible Consumption and Production.

Regarding SDG 10, our project aims to make board and video games more accessible to people who may not be able to afford them. By providing a variety of games, our platform helps people with different backgrounds to connect and enjoy the benefits of playing games. This can help promote equal opportunities for all and foster social inclusion, thus helping to reduce inequalities.

In addition, our project aligns with SDG 12 by encouraging people to consume less by sharing. By promoting the sharing economy, our platform can help reduce the amount of waste produced by the gaming industry, and contribute to subgoal 12.2, sustainable management and use of natural resources. We also hope to encourage people to have sustainable lifestyles and promote a culture of responsible consumption, thus contributing to subgoal 12.8, promote universal understanding of sustainable lifestyles.

In summary, our project aims to enable a more sustainable consumption of board and video games while reducing inequalities by making games more affordable and promoting social inclusion. By doing so, we hope to contribute to the larger global efforts to achieve the SDGs.