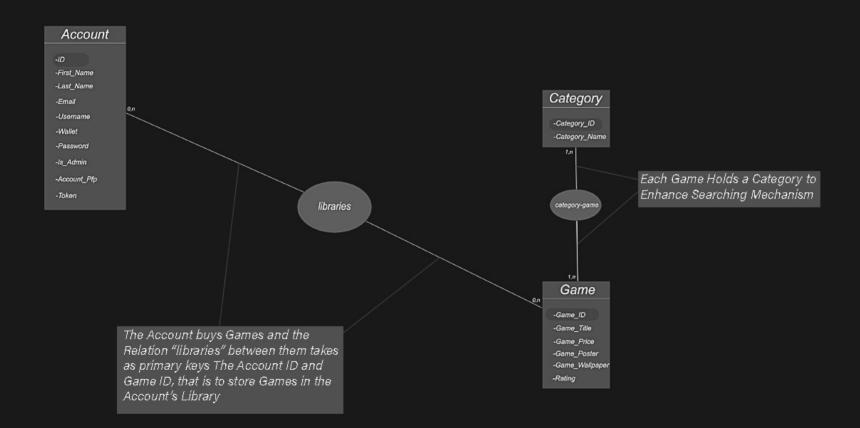
Project: Game Store

- Our project is game store named Gmode whose purpose is to help players create and fill a personal library with games of their choice by buying them at lower than average prices.
- Each game a player buys is stored in a database that only he can access through encrypted passwords and his personal email account. Each user owns a library of games and personal wallet to buy said games from various sources which he can then access from their library to peruse at their personal leisure.
- For the moment, testers have access to customizable wallets (having the privilege to alter the amount) for testing purposes and admins can add games for any user to purchase.
- Additionally admins can alter the perceived genre (category) of a game if incorrectly labelled. A search
 engine is available to all users, whether by name or genre, to quickly access desired results.
- Users can always edit account information at any time, and have access to all previous privileges (except for admin privileges) so long as they are logged in in the first place, else all access is very limited and restricted.



Primary Key





account

