

D SUSTech Gamer

Basic Requirement

1. Users can register on website and login with username and password.
2. Each user has profile, and they can upload avatar, set their bio. Users can view others' profile.
3. The store should provide a list of all available games and users can select a category to view games in it. Other advanced searching options should also be provided.
4. The store should allow users to purchase any available game, using their platform balance.
5. The store page for each game should be able to add videos, screenshots and detailed descriptions.
6. The platform should have a way for users to download their games (web or client).
7. Users who bought a game / DLC should be able to leave score and comment for it. The platform should display average score and each user's comment in the store page.
8. Users can upvote / downvote and reply to other users' comments.
9. Developers can upload their game to the platform for users to download and set price, also a game's announced (visible) / release(downloadable) date. Payment should be added to the developer's account.
10. Developers can set discount (percentage and time period) for each of their games.
11. Developers can release multiple branches of a game, and users can select which branch they want to play.
12. Administrators can create new users, assign user roles, modify user profiles and moderate the community (e.g. ban any user, review new games and delete inappropriate games).

13. The platform should offer detailed documentation to both users and developers about how to use the platform to play games and how to develop a game with the platform's SDK.

Advance Requirement

1. **DRM System:** Your platform should offer an SDK in popular programming languages(s). The SDK should provide API for game developers to verify the user, get user's unique ID, name, avatar, etc. and all the DLC the user has. (Note: If your platform implements DRM, users can only download and launch DRM-protected games from the client)
2. **DLCs:** Developers can add DLC to their games. DLCs are extra downloadable contents and are only downloaded when a user owns it. DLCs cannot be played standalone (without the game itself). Developers can also create a game bundle including multiple games / DLCs and set discounts.
3. **Cloud Save:** Your platform should offer a setting to developers to enable cloud-saving on their games. The platform should notify the user if there is a newer save on cloud, and whether the user wants to download it.
4. **Friends:** Your platform should offer an SDK with API for developers to obtain the user's friends, and if they own the same game, the player should be able to invite other friends to join their game. Your implementation should provide ways for developers to implement the multiplayer easily.
5. **Incremental upgrade:** The platform client should only download and apply the incremental upgrade (the difference between an old version and the latest version). It should provide an automatic tool for game developers to create the incremental upgrade, or automatically generate the incremental upgrade when a new version is uploaded.