Project ideas

Needed:

* Client side
  + Search for games (by genre, title, rating, user reviews, price, etc)
  + Select a game from a list
  + View game details and reviews
  + Sign up for account
* Employee side
* Account Security
  + Log in
  + Limit number of failed login attempts
  + Require strong password (definition needed)
  + Unique username
  + Users can change their password
  + Password recovery/reset via email
* Account
  + Let users set Username, real name, email, gender\*, birthdate, and Shipping address\*\*

Employees:

Add, Edit, and Delete games.

Add, Edit, and Delete Events.

View and Print reports.

Member Requirements:

Search for games

Select games from a games list

Display details of a selected game.

May change their passwords.

Members will also have an account which they will use for online purchases.

Members will also have a profile which will contain all of their specific personal information.

Can download free or shareware games.

Login/Password Requirements:

Visitors can login if they are already an existing member of the site, otherwise they have the option to sign up/register.

Passwords must be at least six characters in length and contain at least one number. (Discussed in class with group)

If a password is reset, then the new password is sent to the member via email.

If login credentials are entered incorrectly six times in a row, then the account will be locked out for 30min(Possibly have it increase for multiple offenses?)

Account Requirements:

The account will have a cart which will be used to prepare the members order.

The cart should allow the member to check out with a credit card.

Profile Requirements:

Must have a display name

Must have an actual name

May have a specified gender (optional)

Birth Date:

Classes: (Rough Idea)

|  |
| --- |
| Profile: |
| String displayName |
| String actualName |
| String or enum gender |
| DateTime birthDate |

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| --- |
| Account: |
| Game[] wishList |
| Game[] cart |
|  |
|  |