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Introduction



Problematic

Gaming is not as it used to be when we were kids, just a hobby after school or a pastime during weekends.

Nowadays, we are referring to video games industry.

However, we address one of the common, simple but frustrating worries.

Many players finish a game and then move on to a new one, leaving their old games to collect dust on a shelf.

Motivation & Solution

- ▶ This main issue led Tradey API to show up.
- ▶ Tradey is an online platform that allows gamers to trade their used games with other gamers.
- ▶ Our objective is to allow gamers to continue enjoy their favorite hobby while also reducing waste and promoting sustainability.
- ▶ Additionally, it provides an easy and convenient process to trade games within the gaming community.
- ▶ Overall, our API is a win-win for both gamers and the environment.

Project Structure

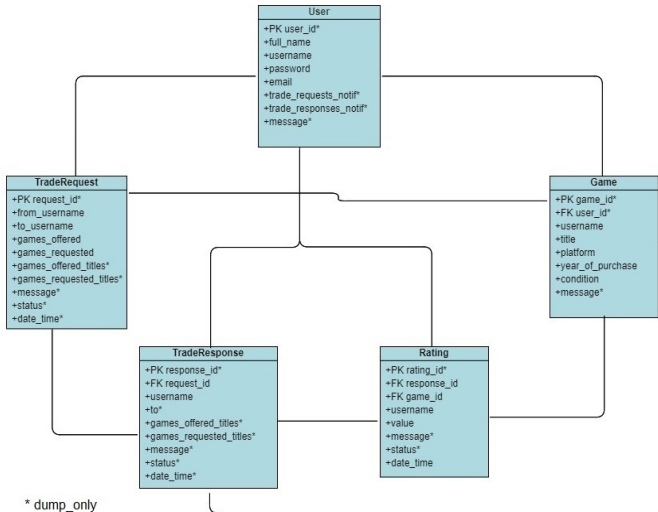


Figure: UML Diagram

Implementation

Creating Account & Login

/users

/login

POST Methods

/games

/traderequests

/traderesponses

/ratings

GET Methods

/users

/games

/traderequests

/traderesponses

/users/<username>

/games/<username>

/traderequests/<username>/received

/traderesponses/<username>/received/<response_id>

/ratings/<rating_id>

DELETE Methods

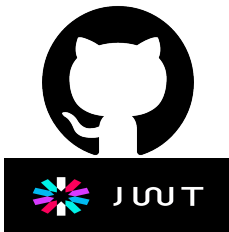
/users/<username>

/games/<username>/<game_id>

/traderequests/<username>/<request_id>

/ratings/<rating_id>

Technology and Libraries



passlib, smtplib, marshmallow, pytz, uuid

Possible Further Improvements

Technical Improvements

- ▶ Front-end interface.
- ▶ More developed security for the system.
- ▶ More robust and maintained database.

Business Improvements

- ▶ Include a marketplace for buying and selling used games with payment procedures.

Scalability

The Project in itself is very scalable all around the world, especially in Tunisia as we are still struggling in the video games industry. It is not only going to facilitate the process of swapping games between gamers, but also minimize wastage.

