

<b>You May Also Lie a.k.a. YMD –You may Dig&lt;Project Name&gt;</b>	
Vision	Date: 10/06/2017

# You May Also Like Vision

## 1. Introduction

The games have always been essential part of our lives throughout the history in many forms. Games followed us from the Stone Age to the age of internet and then to the age of social computing gradually. We now simply have access to the games available worldwide and can play those games with players worldwide. Social computing have added to our cognitive abilities acquired via interaction with others with similar experience.

The gaming industry has grown exponentially from its humble roots to the multi-billion dollar industry offering numerous games produced in continuous fashion. This creates the need of us being able to have access to a decision making tool where we can continuously learn from other gamers playing behavior and interaction with other users.

Team Violet is a group of dreamers and the team members aim to create this tool in the form a website that allows users to rate a game when they play a game which creates a network of social gaming by recommending games to other players with similar taste in gaming experience. The website allows gamers to rate, share and converse about the games and their experience with the games. The revenue model to convert this dream into a viable business is derived from the concept of using this platform as an advertising platform by gaming companies upon adequate of amount of web traffic attainment.

## 2. Positioning

### 2.1 Problem Statement

The problem of	Getting up to date information on gaming is scarcely available. Most games are sold and admired based on their flashy commercials. There are numerous games available online today and if we need to pick a game out of that we need an analytical social gaming platform. Most games offer no refund once purchased, which requires us to make an informed decision.
affects	The need for this solution is global. The gamers are not limited by any barriers as language, age, ethnicity, nationality. The games are widely produced and are purchased by rich amount of audience globally. This need to buy games drives huge demand. Well informed purchased is money worth spent.
the impact of which is	Well informed purchase is money worth spent. Most people cannot overspend on games which they may not like. We all need a good experience upon expenditure, it's basics of commerce. Besides, no one wants to spend money and regret the decision over the purchase even if the money is plentifully available.
a successful solution would be	You May Like is the perfect solution as it can be used as a platform to inform one another of a better choice by rating a game which is later recommended to other users of similar gaming behavior. This way we learn from each other and

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	become an aware buyer. Social computing definitely helps increase our cognitive abilities. The website also provide information on trending games in the order of their popularity if in case a gamer wishes to experience something different from their usual regular choice.
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## 2.2 Product Position Statement

For	The gamers worldwide who has the need of making well informed purchase. Gamer have a regular purchase habit as gaming is serious part of their day to day life.
Who	One simply cannot rely on commercials and the rating systems implemented by gaming vendors to make their productions more lucrative to purchase. We need to learn from consumers who have used the product and have an opinion about it. This experience share is magnified when it comes from another gamer of similar gaming behavior over a period of time.
The (product name)	“You May Also Like (YMAL)” is a website for rating, sharing, discussing and recommending game titles that like-minded gamers have experienced and enjoyed.
That	YMAL is a free website that will be built to host a community of like-minded users. The users could easily make an informed decision of which game to purchase from a plethora of games in the order of recommendation priority. Further analytics aims to categories the recommended games based on different factors to speed the decision making process via a limited number of clicks.
Unlike	Most gaming recommendations offered today are to influence the decision maker by specific games based on the revenue that could be generated by the sale of those games. Genre specific games are the way to recommend for most companies which is not really the answer to what a gamer want when it comes to making a purchase.
Our product	YMAL will recommend games to users that are informed not through profit, but through a large collection of collated reviews received from like-minded gamers. Methods will be implemented to keep the information current and relevant. Gamers will gradually experience the enhanced gaming experience acquired via an organically growing gaming community.

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### 3. Stakeholder Descriptions

#### 3.1 Stakeholder Summary

Name	Description	Responsibilities
Advisory chair Stakeholders	We have advisory stakeholders for this project. People with experience in similar projects have offered their technical assistance. Shown some interest in using the final product.	<ul style="list-style-type: none"> <li>- Monitors the project's progress and offers technical assistance when required.</li> <li>- Advice from an experienced developer</li> </ul>
Team Violet developers	<p>Team violet has four core developers that will take this project from vision to completion.</p> <p><b>Erin Tewes:</b></p> <ul style="list-style-type: none"> <li>• Java, PHP, MySQL</li> <li>• JavaScript, Ajax, C++</li> </ul> <p><b>Hugh Lawrence:</b></p> <ul style="list-style-type: none"> <li>• Java, MySQL, android</li> <li>• HTML, Python</li> </ul> <p><b>Shailesh Jha:</b></p> <ul style="list-style-type: none"> <li>• Java, oracle SQL, R</li> <li>• Enterprise software development exposure</li> </ul> <p><b>Somer Hayter:</b></p> <ul style="list-style-type: none"> <li>• Python Django, MySQL, SQL, PostgreSQL</li> <li>• Java, Python, HTML, JavaScript, Sass/CSS</li> <li>• C#, C++, PHP, Linux (Debian) servers</li> </ul>	<ul style="list-style-type: none"> <li>- Document all activities of project</li> <li>- Design system architecture</li> <li>- Build system from documentation</li> <li>- Manage and organize project time and resources effectively</li> <li>- Ensures that the system will be maintainable</li> <li>- Ensures there will be market demand for the product as the online gaming community evolves and require constant innovation</li> </ul>
User/Customers	The users are anyone who looking to review, discuss and gain recommendations. Various marketing activities will be carried out to ensure that the product reaches the mass upon its release.	<ul style="list-style-type: none"> <li>- Generate a large sample size of reviews that will allow system to produce recommendations</li> <li>- Test and report errors and/or concerns</li> <li>- Click on advertisements, listed on website</li> </ul>

#### 3.2 User Environment

All tasks will be completed by the four core members of team violet, with the aid of our stakeholders where necessary. Our iteration cycle is weekly, where we meet up and discuss work completed over the cycle. Each cycle each team member is given a role, and the roles are rotated weekly. The leader role will Ensures all agenda items are addressed/touched on during each meeting and mediates any arguments with final say. The scribe role will maintain a meeting summary in dot points and publish it to the team Basecamp after the meeting. The secretary role will Record the minutes of the meeting and notes down the agenda for the next meeting; publishing it for the rest of the team to access before the next meeting. The technical Assistant role takes notes of anyone's difficulties brought up during the meeting and finds documentation/information to share, or otherwise offers a solution to the member experiencing a problem.

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Each team member has their other agendas in their daily lives that require time. It is required for each team member to put at least ten hours for a weekly cycle on work they are assigned to complete. Each team member must also have access to the internet, and a microphone for fortnightly meetings. This project is a learning exercise for all team members, and are expected to learn new skills. This is not a problem but an expectation as long as research is done in a timely manner.

## 4. Product Overview

### 4.1 Needs and Features

Need	Priority	Features
Universal method to communicate with customers.	High	Website
Method of profiling users and their usage behavior	Medium	Profiles, with secure log in
Visual method of showing popularity of games	High	Game ratings (a percentage, or star rating system)
A method of storing a large sample size of ratings	High	Database (store all rating and user information)
Quick navigation through the large database	Medium	Search application (Search by 'Title', 'Genre', SQL etc)
A way for users to share their favorite games	Medium	Recommendation system (recommends games based on users game history, factoring games played by like-minded people)
Means of revenue	Low	Advertisements (website will be free to users)

## 5. Other Product Requirements

Requirement		Priority
Security	<ul style="list-style-type: none"> <li>- Authorized access only (user accounts with encrypted password)</li> <li>- Terms and conditions provided to the user at the time of registration or payment authorization</li> <li>- Clarity on what information will be accessed of which account including payment</li> <li>- Re login required upon inactivity 20 minutes</li> <li>- Transaction and activity logs recorded</li> </ul>	Medium
Performance	<ul style="list-style-type: none"> <li>- Low bandwidth requirements</li> <li>- Machine (computer or mobile) independent performance</li> </ul>	High
Availability	<ul style="list-style-type: none"> <li>- 99% uptime with backend support</li> <li>- Quick response recovery plans</li> <li>- Backup links in place for internet and hardware/software components</li> </ul>	Medium
Compatibility	<ul style="list-style-type: none"> <li>- Testing procedure in place for all integration or deployment of any upgrades or error fix.</li> </ul>	High

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	<ul style="list-style-type: none"> <li>- Built for multiple platforms (iOS, android, windows and web)</li> <li>- Will we need to integrate with payment card companies</li> </ul>	
Capacity	<ul style="list-style-type: none"> <li>- Elastic infrastructure deployment including server, bandwidth and data center arrangement</li> </ul>	Low
Maintenance	<ul style="list-style-type: none"> <li>- The maintenance work should be done in the background and should have no impact on the up time of the system</li> <li>- Users are notified of downtime beforehand.</li> </ul>	Medium
Usability	<ul style="list-style-type: none"> <li>- The system should be easy to use and navigate (designed for people of all ages and computer literacy abilities)</li> <li>- Consistent theme and navigation method across all pages</li> <li>- The error prevention techniques should be used to avoid transaction errors</li> </ul>	High
Visual	<ul style="list-style-type: none"> <li>- Webpage design needs to be simple and concise for ease of readability</li> <li>- Colours need to not be too contrasting for the eyes</li> <li>- Design needs to differentiate this website from competitors</li> </ul>	Low