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# Introduction

The gaming industry has been growing exponentially from its humble roots as a hobby, to a multi-billion-dollar industry that has now overshadowed the Hollywood movie industry. With so many new game titles being developed by major gaming corporations to small Indi developers, the game market place has become swamped. With so many games to choose from, how can a consumer make an informed decision on which game appeals to their tastes and genre. Team Violet is a small development team that hopes to solve this problem by creating a website that allows the gaming community to rate, share and talk about the games they like. Unlike other rating websites, this website will pair consumers with new game suggestions based on where their tastes line up with other users.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | The game market is overflowing with new titles, are there is no ‘one’ effective way to determine what new game you will like. Just because a game has received a good review, doesn’t mean you will like it. There is no ‘try before you buy’, once you buy a game it is too late to get your money back. |
| affects | There are more than 1.2 billion video game consumers worldwide. There is no specific age, gender or country that is specifically affected; anyone and everyone can purchase a video game. If there is a large consumer base with this problem, then there is a large demand for a solution. |
| the impact of which is | Not everyone can afford to buy a new game every week. When a consumer makes a purchase, they regret it can be a burden on their wallet. |
| a successful solution would be | A solution that can more effectively inform consumers, and give specific intelligent targeted game recommendations. To decrease the percentage of consumers wasting their money as resulting from uninformed purchase. |

## Product Position Statement

|  |  |
| --- | --- |
| For | The 1.2 billion video game consumers who want to make an informed purchase. |
| Who | Relying on just a games rating is not an effective way to make an informed choice on a purchase. There is no ‘one’ effective way to determine what new game you will like. If there is a large consumer base with this problem, then there is a large demand for a solution |
| The (product name) | “You May Also Like (YMAL)” is a website for rating, sharing, discussing and recommending game titles that like-minded people have enjoyed. |
| That | YMAL is a free website that will be built to host a community of like-minded users. If a user follows a recommendation for a purchase and enjoys that game they have, from an economical context, saved money. |
| Unlike | Other game reviewing websites just rate games and give basic recommendations that are based on the game genre of your previous purchases. |
| Our product | YMAL will calculate and recommend games to users that are informed not through profit, but through a large collection of collated reviews received from like-minded gamers. |

# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| Advisory chair Stakeholders | We have advisory stakeholders for this project. People with experience in similar projects and have offered their technical assistance. Shown some interest in using the final product. | - Monitors the project’s progress and offers technical assistance when required.  - Advice from an experienced developer |
| Team Violet developers | Team violet has four core developers that will take this project from vision to completion.  **Erin Tewes:**  ● Java, PHP, MySQL  ● JavaScript, Ajax, C++  **Hugh Lawrence:**  ● Java, MySQL, android  ● HTML, Python  **Shailesh Jha:**  ● Java, oracle SQL, R  ● Enterprise software development exposure  **Somer Hayter:**  ● Python Django, MySQL, SQL, PostgreSQL  ● Java, Python, HTML, JavaScript, Sass/CSS  ● C#, C++, PHP, Linux (Debian) servers | - Document all activities of project  - Design system architecture  - Build system from documentation  - Manage and organize project time and resources effectively  - Ensures that the system will be maintainable |
| Users/customers | The users are anyone who looking to review, discuss and gain recommendations. | - Generate a large sample size of reviews that will allow system to produce recommendations  - Test and report errors and/or concerns  - Click on advertisements, listed on website |

## 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.

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.

# Product Overview

## Needs and Features

|  |  |  |
| --- | --- | --- |
| **Need** | **Priority** | **Features** |
| Universal method to communicate with customers. | High | Website |
| Method of tracking and tagging users | 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) |

# Other Product Requirements

|  |  |  |
| --- | --- | --- |
| **Requirement** |  | **Priority** |
| Security | * Authorized access only (user accounts with encrypted password) * Terms and conditions provided to the user at the time of registration or payment authorization * Clarity on what information will be accessed of which account including payment * Re login required upon inactivity 20 minutes * Transaction and activity logs recorded | Medium |
| Performance | * Low bandwidth requirements * Machine (computer or mobile) independent performance | High |
| Availability | * 99% uptime with backend support * Quick response recovery plans * Backup links in place for internet and hardware/software components | Medium |
| Compatibility | * Testing procedure in place for all integration or deployment of any upgrades or error fix. * Built for multiple platforms (iOS, android, windows and web) * Will we need to integrate with payment card companies | High |
| Capacity | * Elastic infrastructure deployment including server, bandwidth and data center arrangement | Medium |
| Maintenance | * The maintenance work should be done in the background and should have no impact on the up time of the system * Users are notified of downtime beforehand. | Medium |
| Usability | * The system should be easy to use and navigate (designed for people of all ages and computer literacy abilities) * Consistent theme and navigation method across all pages * The error prevention techniques should be used to avoid transaction errors | High |
| Visual | * Webpage design needs to be simple and concise for ease of readability * Colours need to not be too contrasting for the eyes * Design needs to differentiate this website from competitors | Low |