Faculty of Engineering and Applied Science

SOFE 3650U Software Design and Architecture CRN 44212

Group 20 Project Proposal for Video Game Website

Name	Student #
Rubbia Pasha	**100702075**
Alexander Campbell	**100703650**
Atharshan Kennedy	**100590243**
Joey Villafuerte	**100759003**

Objective:

Our project will be based on a Javascript game website in which there is a small, playable catalogue of games. Though this project will not be focused on the functionality of games, and more so focused on the overall systems that the website is built upon in order to highlight our architecture design knowledge.

Functional Requirements:

- Many easy ways to login to the website such as through google, github, etc.
- Verification of email
- Link other social media accounts
- Ability to send a Message/Comment pre game
- Profile editing
- Setting Notifications
- Privacy Options
- Ability to change forgotten password
- Ability to receive email notifications
- Ability to recover forgotten username

Non-functional Requirements:

- UI is easy to navigate and informative
- One login for everything available on the website
- Multi language support
- Login should load quickly and redirect to the previous page once the user is logged in
- Account Stats such as time played pre game and trophies