***Video Gamebase***: Documentation (version 0.1)

Project: Video Gamebase (TBD)

Date(s):

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**1. Introduction**

This document provides information about the creation of the Video Gamebase. The requirements came from the hypothetical user that the development team discussed.

**1.1 World and Context**

The goal is for the database to provide a simple and easy method for the general public to search up and get more information on video game titles. It functions as a central repository for basic information for video games, letting users quickly search up many pieces of relevant information to a game title without having to crawl through multiple websites, saving the user significant time and energy.

The gaming industry has experienced an explosion of growth in the past decade, spawning thousands upon thousands of games in the market, all of varying qualities. The average consumer does not have enough time nor energy to go through and look at all of these titles to determine what they would want to play, or invest themselves into. Due to these constraints, most video games sit unnoticed and people stick to the large titles which benefit from large publicity campaigns.

This database functions similarly to and is based upon another existing service , the Internet Movie Database (IMDb). Using our web application, people will be able to search up video games by genre, popularity, and rating to discover new games that they may have not known of before. Furthermore, with the rise in the number of indie games within the industry, this database should aid in providing information from games published by small studios so that even indie games can share the spotlight with blockbuster games. The database is communally curated, with vetted users being given the privilege to contribute information about new games they have discovered so that other people can find them.

This database and its application must be able to, at the very least, display to the end user the general information for a video game title in an easy to read format, and provide some consistent statistics about the game such as ratings, summary, publisher, and price.

**1.2 Requirements**

* *The user must be able to view general video game information such as (but not limited to):*
* *Title*
* *ESRB Rating/Content Warnings*
* *Producer*
* *Review Score*
* *Price*
* *Genre*
* *Systems Available*
* *Average Length*
* *Year of Release*
* *Multiplayer Potential*
* *Countries In Which Game Is Sold*
* *Units Sold*
* *Graphics Capability Minimum and Recommended*

These requirements form the basis of the database, and it gives an overview of all the information that a general user would look for through this web application. A general use case would be when the user is looking for a game to play, but does not know what to play. That user can then browse the website and look for an interesting title, which they may consider picking up for future gaming sessions.

* *The user must be able to comment on each game's webpage.*

This requirement allows the community to leave their thoughts about each game, to help influence people's decisions when it comes down to deciding whether or not they want to look into a game. These comments can be stored in another table in the database with time/date posted associated with the actual message.

* *The user must be able to sign in to the website*

This requirement allows the user to create a profile, which can store information about what they're interested in. Furthermore, this will help simplify the permissions issue by giving certain accounts contributor permissions as they add to the database by adding on extra video game titles. A user case would be if a person had previously checked the website, and created an account, then marked many games for future use, they would be able to easily revisit those other games that were examined.

* *The user must not be able to delete entries*

This keeps malicious users from deleting the entire database, leaving only an empty application of no use. With the additional security from the permissions, the general user/hacker cannot maliciously destroy the website.

* *The user can access external links to get further information*

This allows the user convenient and easy access to other places to gain more data. For example, there would be links to the content page (if there was one), Amazon page, Wikipedia page, and other possibly relevant links. Overall, it would be a simple method of finding more information such as price, places to order from, and more detail about game systems or story synopses.