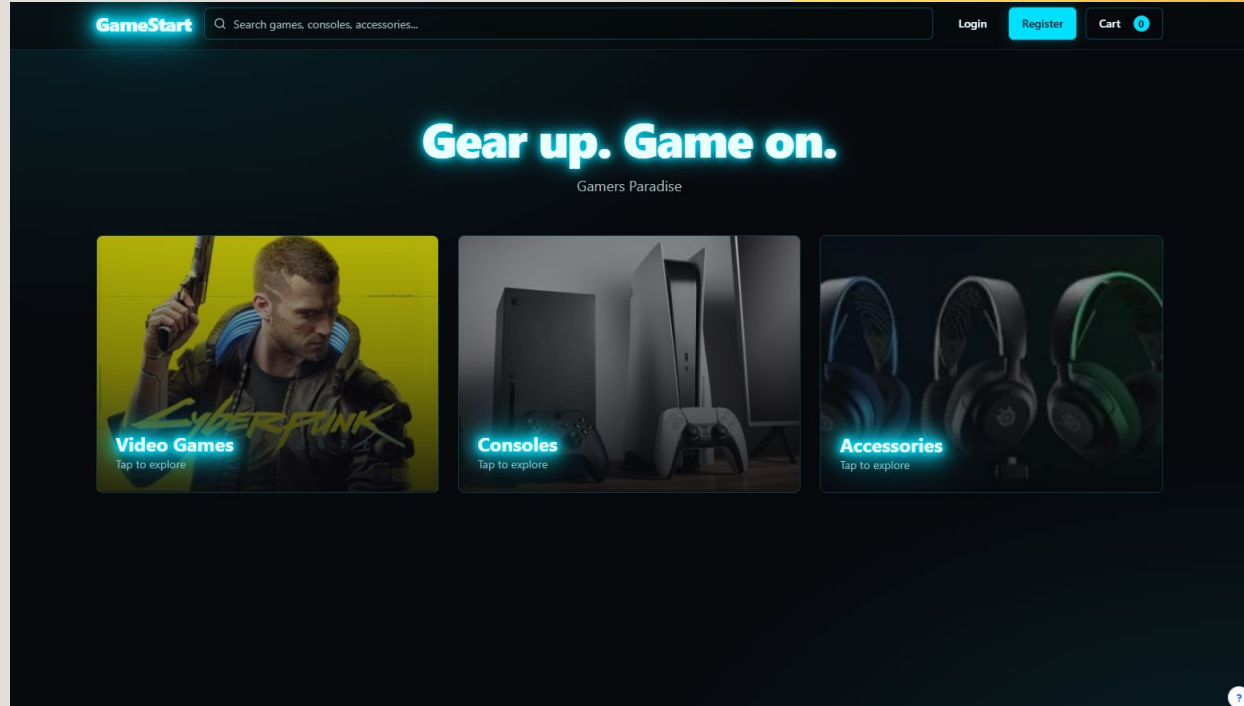# BitByBit
Application Design

Fazlul H Faizal, Moh Prajapati, Joshua Delshad,Fotios Bampouridis, Eitan Abrishami
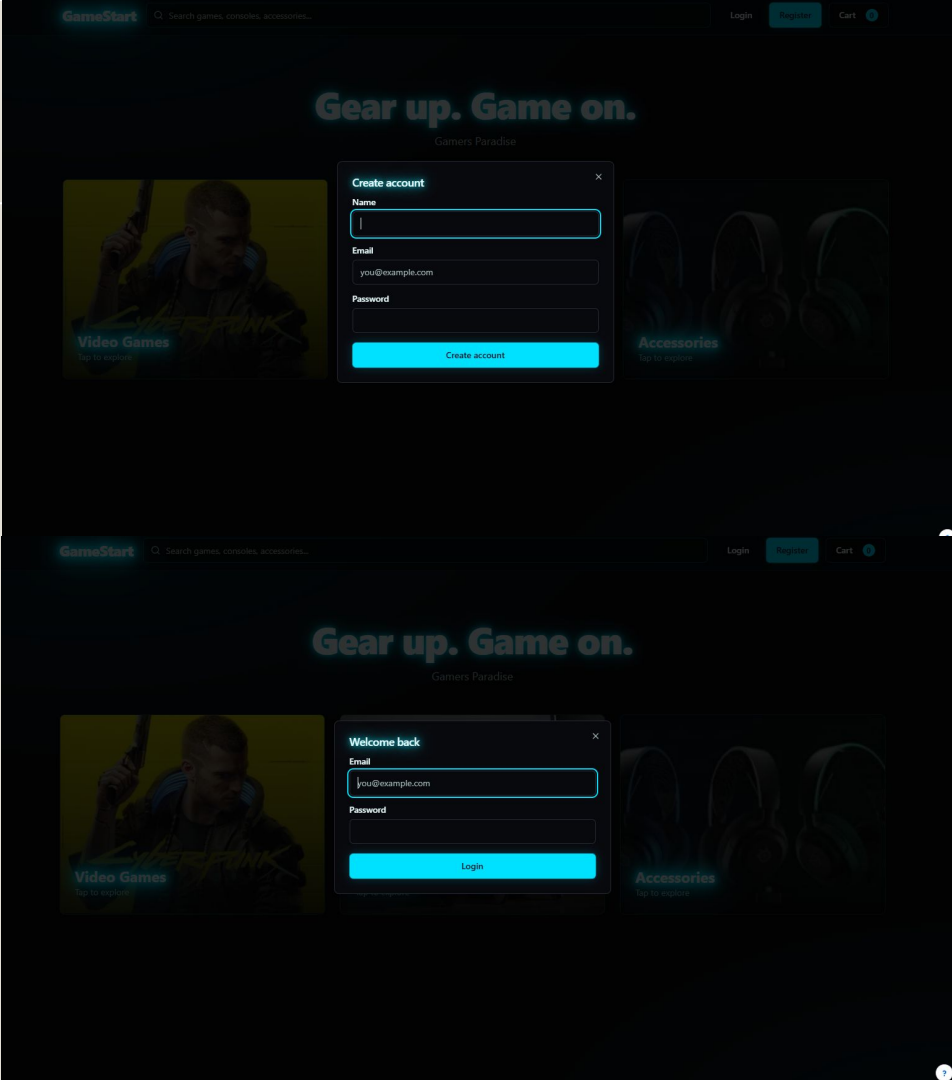
Homepage

This is the homepage. The user can choose to view the list of Video Games, Consoles, and Accessories. When clicking on one of these, it will lead them to the page they chose. If you choose to click the log in or register it will lead to the login/register page.
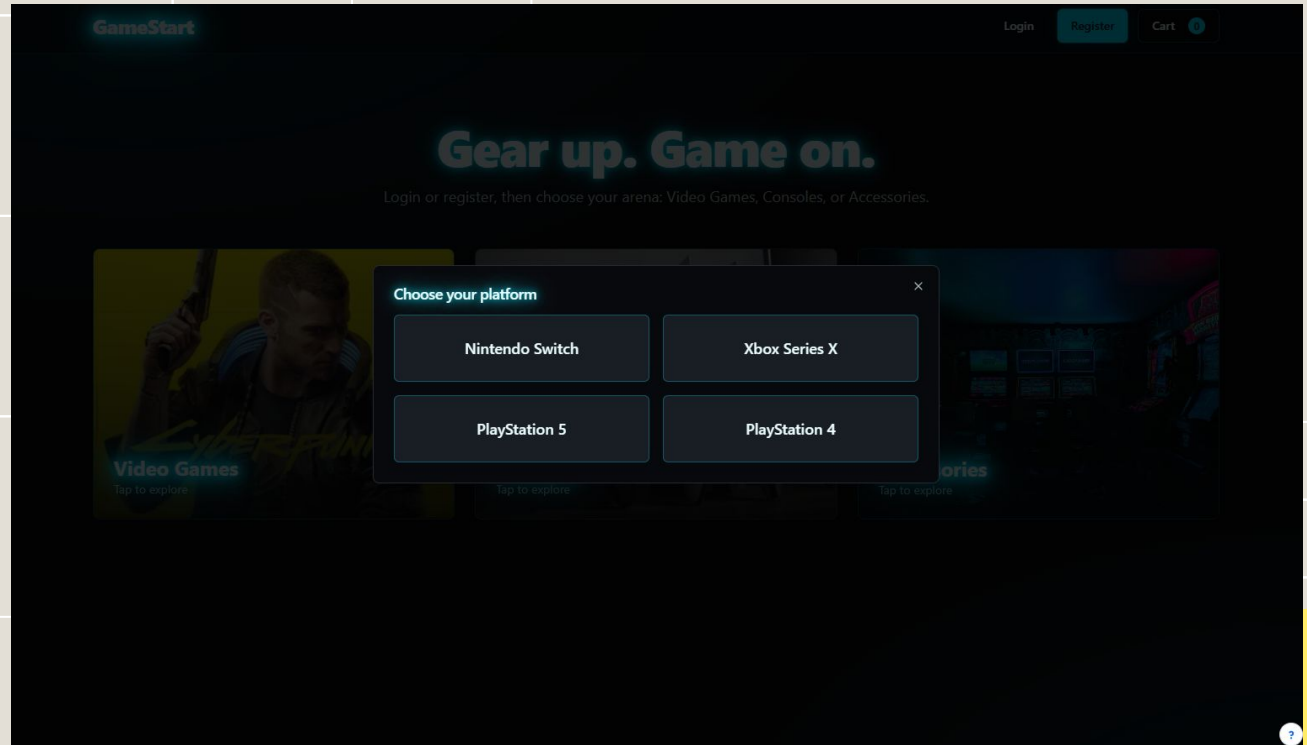
Company Name

Log-In/Registration page

This page allows for two tabs, login/registration.
After logging in or registering, the user is able to checkout and buy a product.
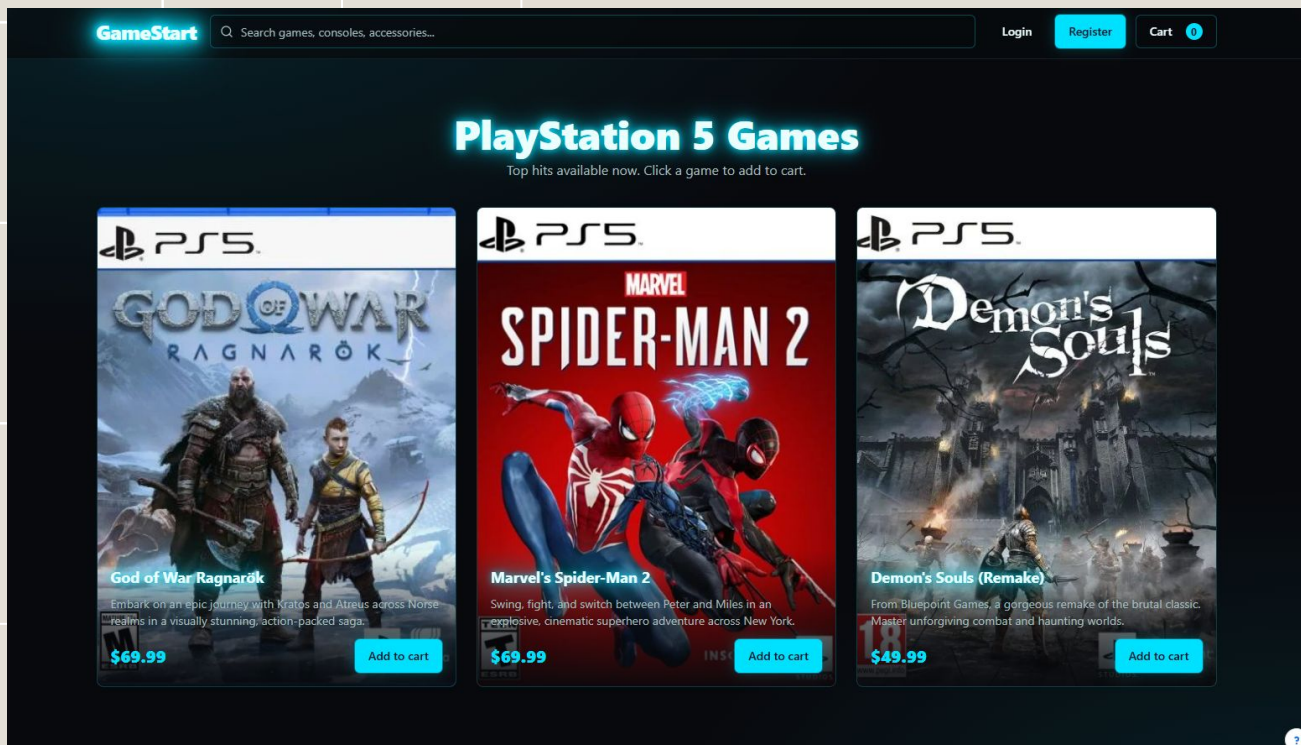
In-App Dialog

After clicking the Videos Games, Consoles, or Accessories page on the homepage, the user will be lead to this page which will allow the user to choose which platform he wants to buy from (Playstation 4, Nintendo Switch etc.). After choosing the platform, the user will go to the respective page with the items matching the chosen platform.
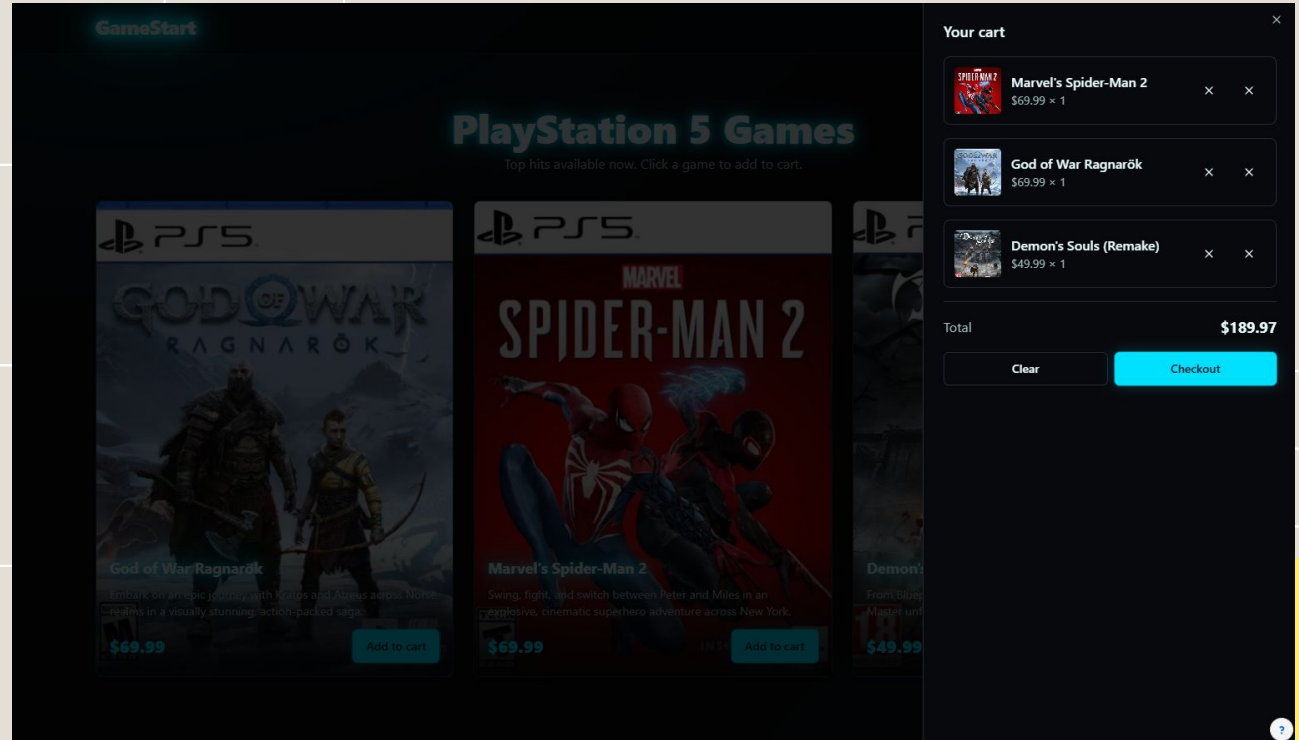
Contents

This page allows you to see and search games you want. You can also search them. It will show you the price and a small description.
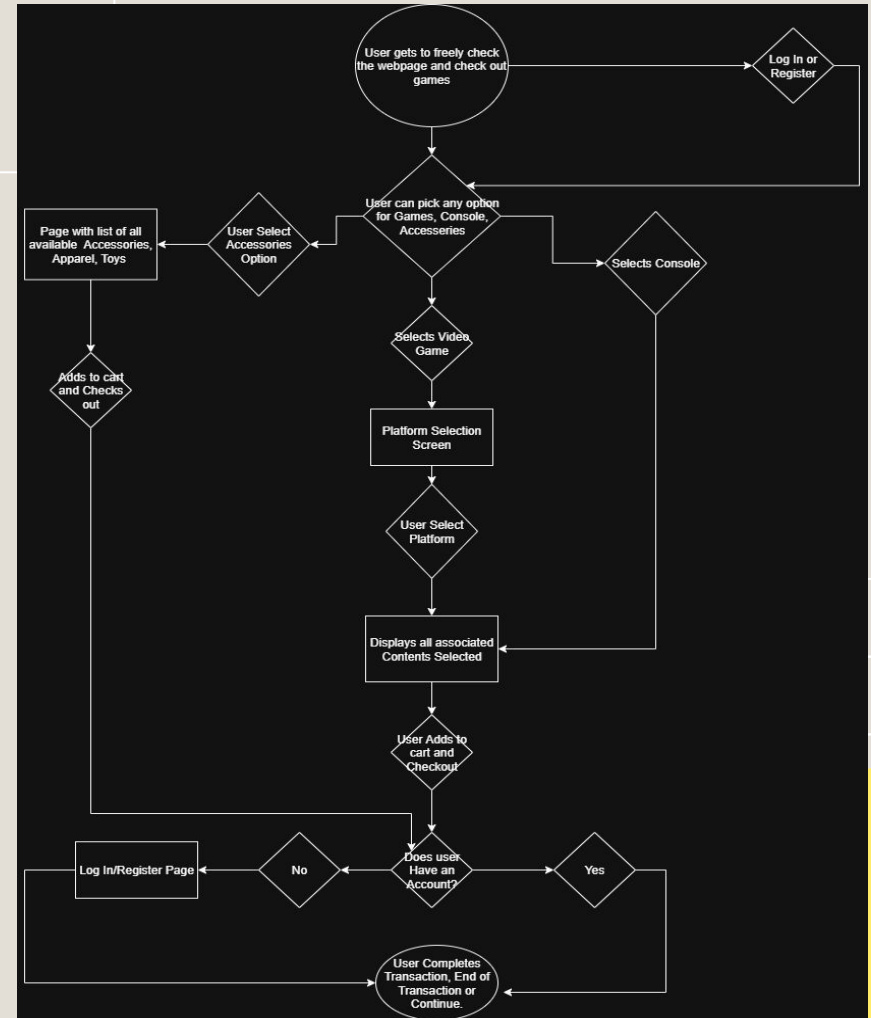
Cart Pop Out

Anytime after you add a game to your cart, the cart popup page come up with what's been added to the cart. The cart has a few options, you proceed to checkout, clear the whole cart, or clear individual products.

Process Flow

- Upon opening the Home page, user gets to freely browse

- User can select Games, Console, Accessories

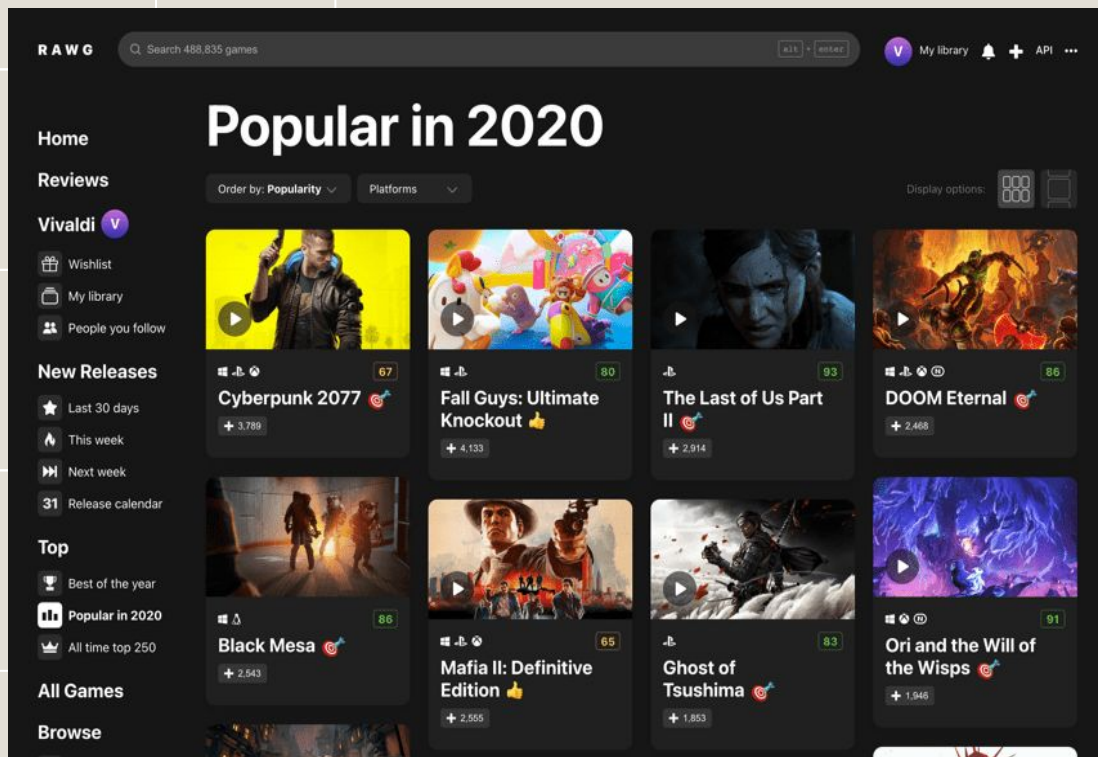- User can select associated content depending on selection

API

RAWG Games Database API
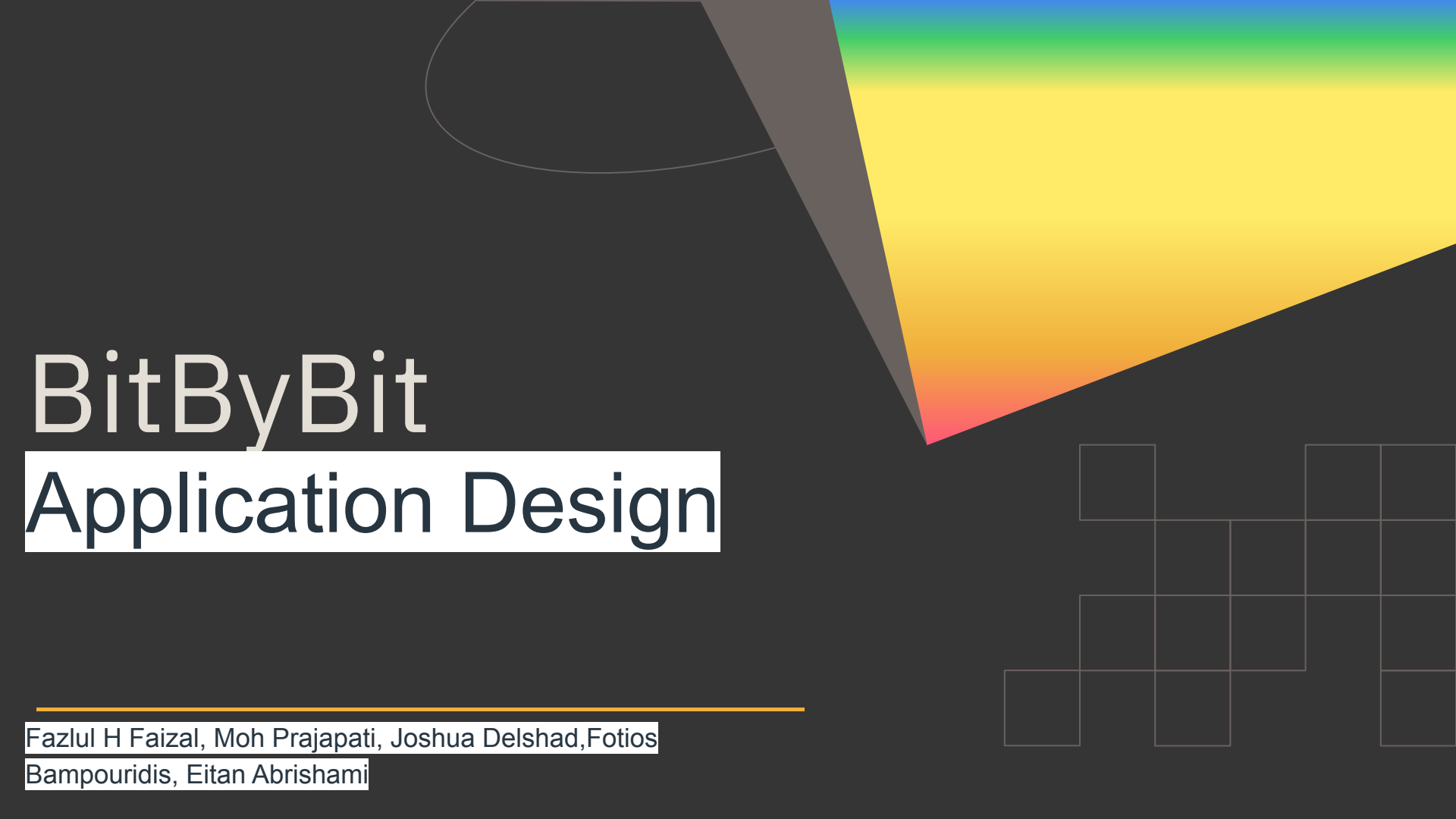
https://rawg.io/apidocs

We are using LangChain to build a smart chat box for users. It will connect the AI to databases and tools to provide accurate answers. The chat box will use the RAWG Games Database API to show live player counts, ratings, labels, and pictures of games for recommendations. It will also remember past conversations and assist users efficiently.
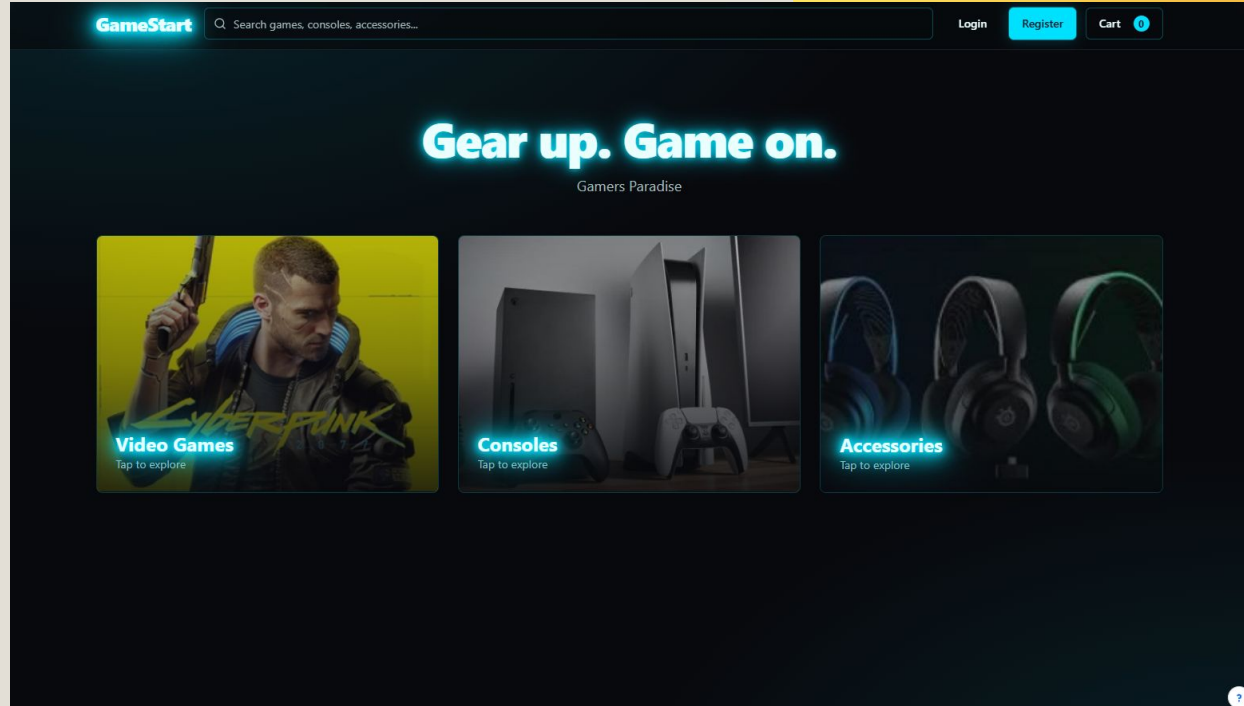
QUESTIONS & COMMENTS

BitByBit

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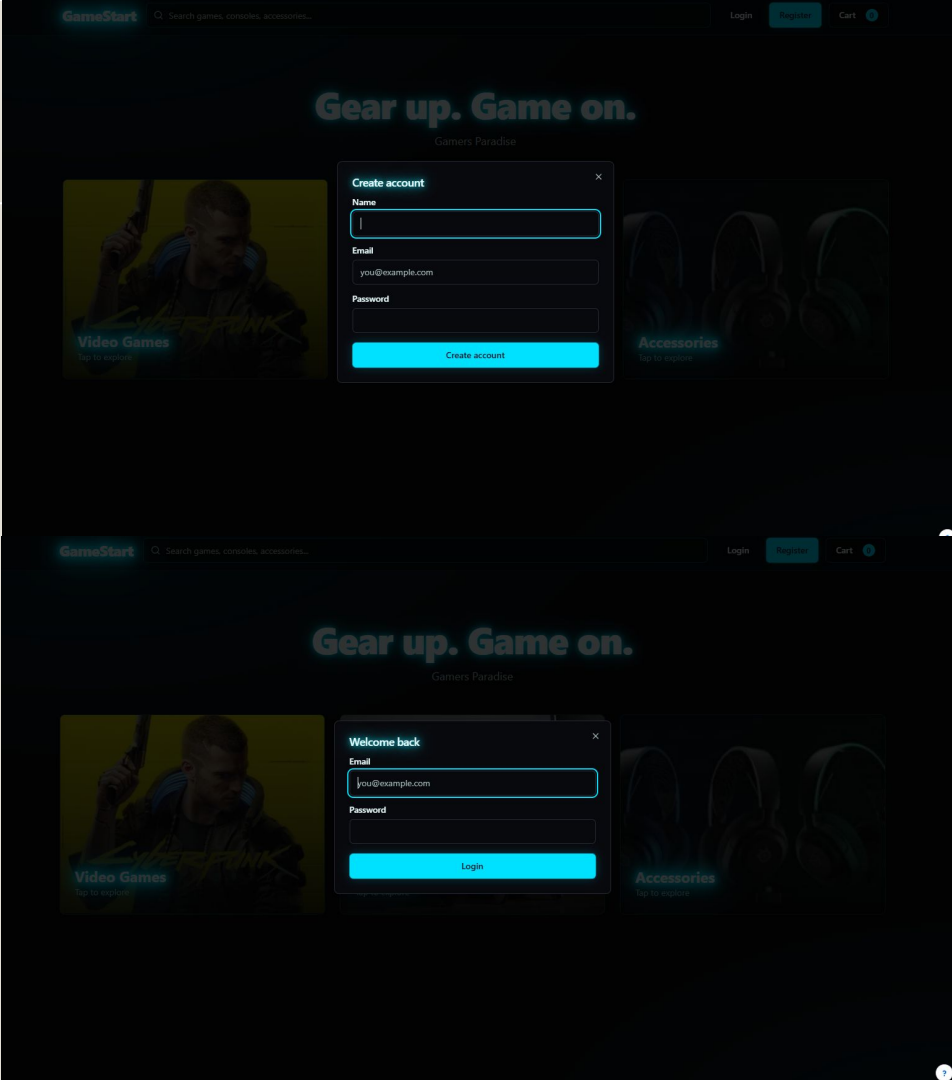
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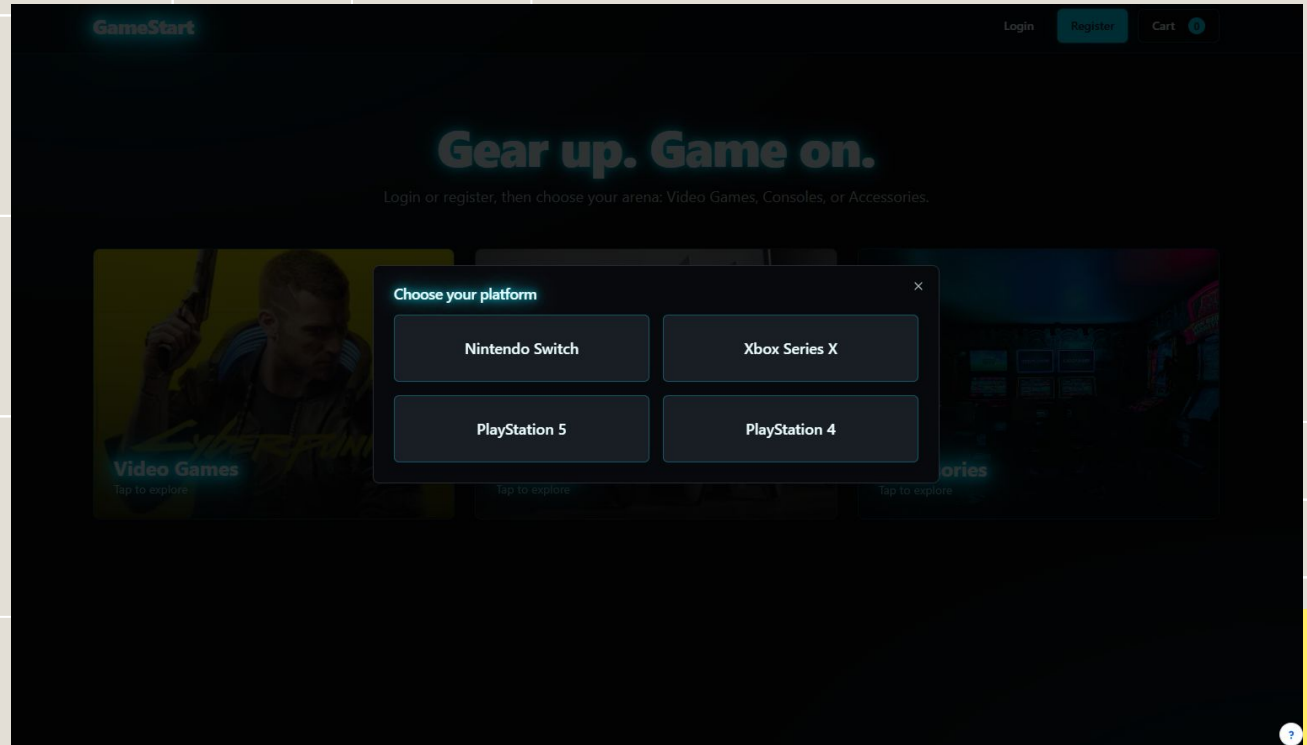
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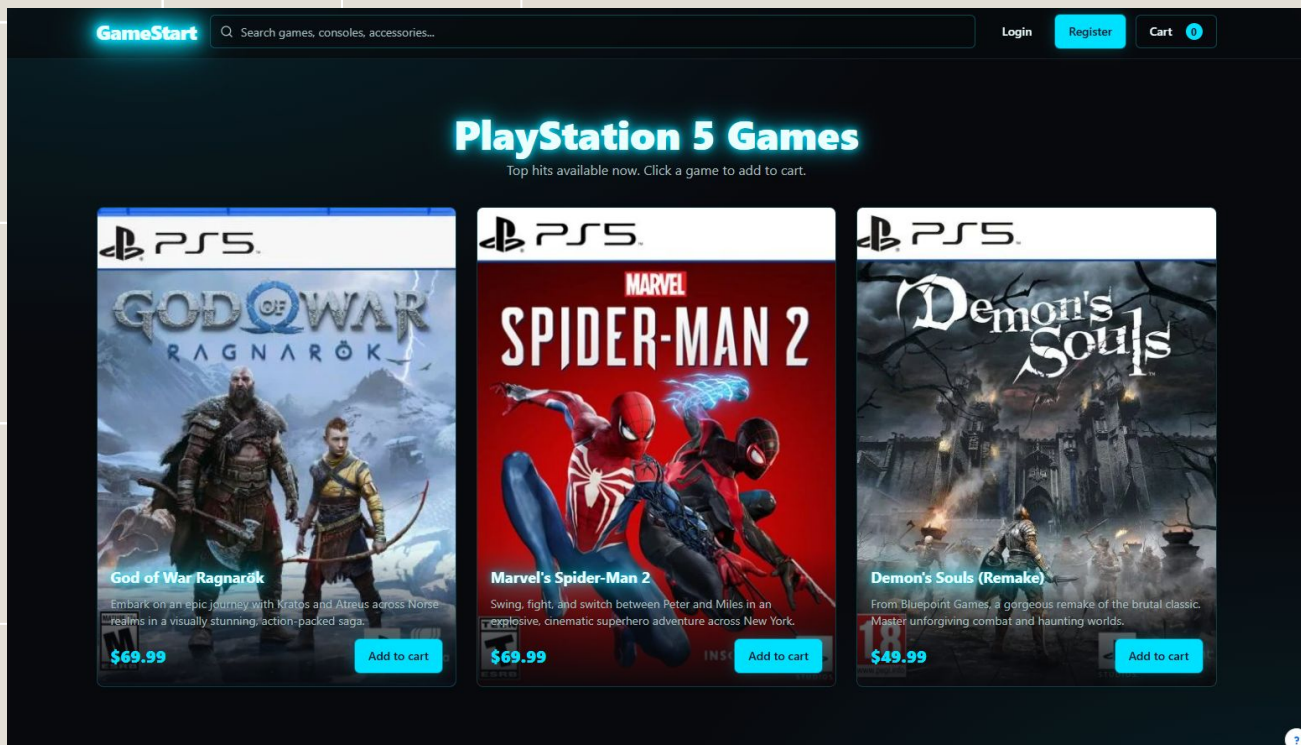
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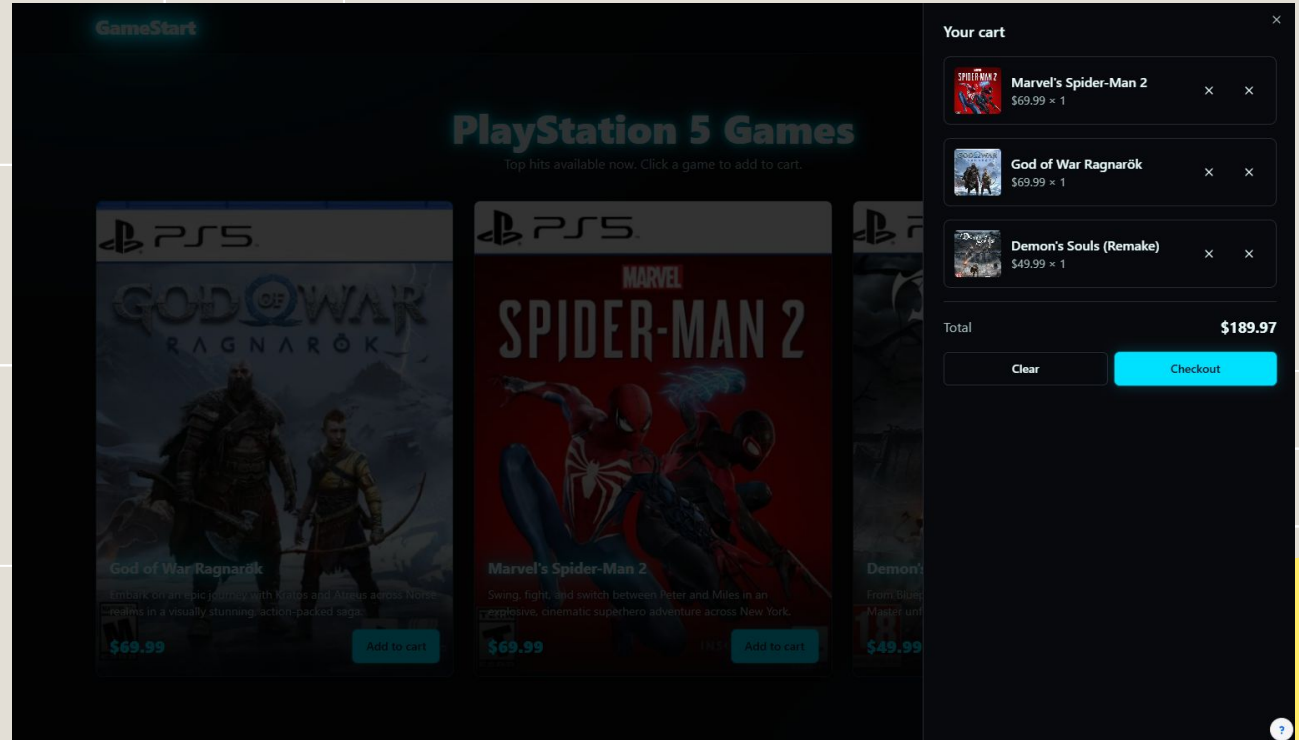
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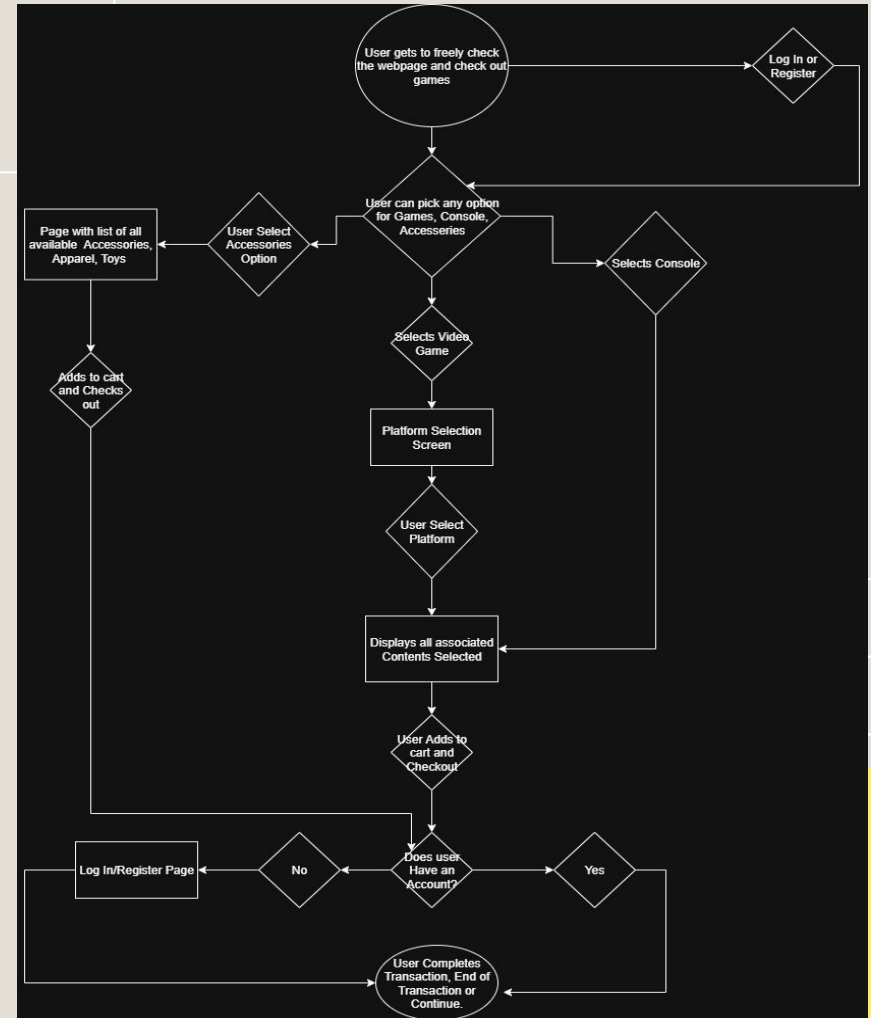
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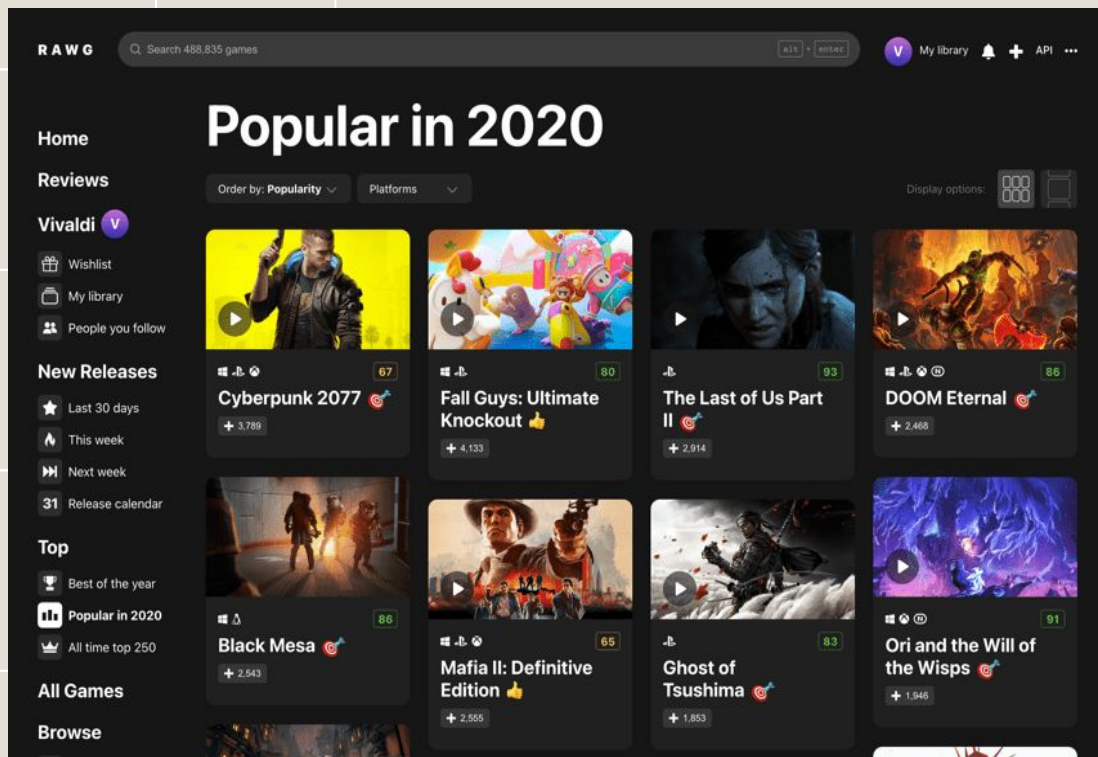- User can select associated content depending on selection

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