

ONLINE VIDEO GAME STORE PROJECT DOCUMENTATION

The proposed software aims to bring together developers and gamers by allowing the latter the possibility to play and review the creations sold, through the platform, by the former.

The system must be able to manage a database containing the accounts of each user, with related owned games and written reviews, and a catalog of all games available for purchase.

The user can be of 3 types:

- **Simple User**

It is the standard user type. They can buy, review and manage their own library

- **Admin**

It is a user whose purpose is to administer the community and the platform in general. They can, in addition to all the possibilities of the simple user, ban users who do not respect the rules of the community and ban games and publishers who do not respect the platform's Terms Of Service

- **Publisher**

Very similar to the user but can, in addition, release their own games on the platform so that they can be sold. For each game, the publisher will have to pay a fee of 100 Euros

To be able to use the software services you must first register. During registration, nickname and password are required. In addition, it will be possible to choose whether to create a User account or a Publisher account. The admin account is reserved for Orbit employees.

Every time a user wants to access Orbit, they must first log in by entering their nickname and password. Once this is done, the software must enable only the functionalities granted to that particular user.

Once logged in, the user will be able to see their library, containing all purchased games, purchase new games through the store and review owned games. In addition, if the user is a publisher, they will be able to access a reserved section that will allow them to publish their own games and manage those already on sale by applying discounts, removing the possibility of purchasing their own game and modifying some elements of it such as genre, cover photo and game name.