GAME STACK

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UNDER THE GUIDANCE OF

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A report submitted to Cegep college

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Acknowledgment

We are grateful to our faculty for providing such a wonderful opportunity to demonstrate a project in the 1ˢᵗ semester itself, and to explore and work in an innovative and creative environment which seeks for better living standard of the citizen and future development.

With immense gratitude, we are thankful to our mentor, Mr. Yash Sheth, for guiding us in the right direction from the beginning of our PGD study in the College and with the program, by assisting continues support and technical advice over the period of learning and exploration technological world, besides being the source of inspiration and motivation.

This project gave us the opportunity to understand about teamwork and developing a positive attitude toward the technical problem. This journey of practical doing or learning gave us the positivity and to be a better technological geek.

ABSTRACT

An online gaming website is a site which is held over the internet. It is a popular method for buying and selling products and services but buying and selling products online is inherently insecure. Online game selling site is developed with the objective of making the system reliable, easier and faster. This application is used to sell anything from house. The user need to register themselves for the site once. This application will give the user full security against fraud.

- For the protection from the fraud done online we will verify the user at the time of registration.
- The fake/fraud user will be terminated at the earlier stage .
- Identity of the user will be kept private. No other user can know about the seller or buyer without their permission.

Chapter 1:

1.1 Project Overview:

The project is based on online game selling platform. We have created a website based on selling the games or rather video games online. The project we created is named as "Game Stack". The user can go through the site, compare the games they like, add games to the bag, there is a section where user can register themselves to site and then start adding the games they want to buy to the cart/bag.

1.2 Scope:

The scope of the project is to provide a user-friendly website to the customer. Moreover, in this fast-moving globe, people try to not waste their time waiting in the queue or going to the shop and buy stuffs from there. That is the reason behind creating this website so that, the people around the world can order the game they like from anywhere and can get delivered at their door.

1.3 Objective:

Main objective of this system is to reduce the time consumption, reduce fraud, reduce travelling cost. Game Stack is the system where user can buy games online. Trying to provide more services without going to the actual store.

Chapter 2: System Analysis

2.1 Existing System

In this fast-developing world, and according to the growing IT market people now are getting busy according to their schedule. So, normally people try to order groceries, cloths and other stuffs online so that they can save their time in other useful activities. Therefore, our team got together and thought of making an online site for selling the video games online so that they can sit at their home and order the games from their home itself. Moreover, the project is to satisfy the needs of the user so that they can spend some time from their busy schedule to play the game the like the most and spend some good time to relax.

2.2 Proposed System

The proposed system was to go to the store buy the games from the store come back to home and install the game and then finally play. This consumed lot of time and due to busy schedule people keep their interest aside and see movies, series and etc. Therefore, to keep people up to date and to make people do what they like we created the online website to sell the video games.

2.3 Feasibility Study

Feasibility study assist the project to fulfill the development process in system proposal according to its workability, impact on the organization, ability to meet user needs and effective use of the available resources. This objective of feasibility study is not to solve the problem but to acquire a sense of its scope.

Four key combinations are involved in the feasibility analysis. They are:

ECONOMICAL FEASIBILITY:

It is cost effective in sense that eliminate the in-process paper usage or effort and time effective because user can access it from anywhere or from its respective department.

TECHNICAL FEASIBILITY:

The technical requirement for the system is economic and it does not use any other additional hardware and software. Only internet is required.

BEHAVIOURAL FEASIBILITY:

The system working is quite easy to use and learn due to its simple but attractive interface. User requires no special training for operating the system.

OPERATIONAL FEASIBILITY:

The system is operationally feasible, it is made so easy that operator will not encounter any problem during working, as it is very user-friendly. It is observed that the proposed system would provide a very interactive means to share information or to communicate and have a far and wide range.

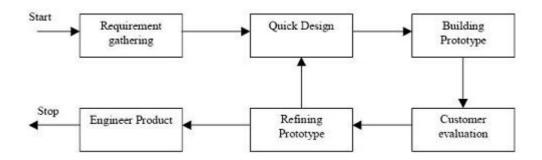## 2.4 Model used for the system

The model selected for the completion of the project is "PROTOTYPE MODEL", which allow development process to be done with prototype development with possible additional input from the authorities or client.

    The development starts with the problem statement understanding and requirement gathering.

    Moving Further, Base on the information available the requirement analysis and project design phase are developed, and logical diagrams are created, which shows the flow of data in a system.

    Based on the designs the phase of building software prototype begins, in which the actual production of software starts.

    In this phase, all the known requirement facts are put into development of the software, as the development of prototype software gets completed, it moves to another phase.

    After building of prototype model, evaluation of project is done. Client or authority states the changes or input to be done in prototype.

    Once the modification or refinement process in the prototype is done, it goes again to verification or evaluation and changes or updates.

    Finally, the process moves to finished product software.

In this development model it consists of sequence of phases to be followed in completion of software.

Phases are:

Requirement gathering

Quick design

Building prototype

Client Evaluation

Refining Prototype

Engineer Product

2.5 Tools and Technology

Software: The software used to run the website are any kind of browsers on which the software can run.

Tools: Atom, PHP-My-Admin

Technologies: HTML, CSS, JS, PHP, Bootstrap

Chapter 3: System Design

3.1 Result

This chapter deals with the flow of the system. It also covers the screenshots of the project.

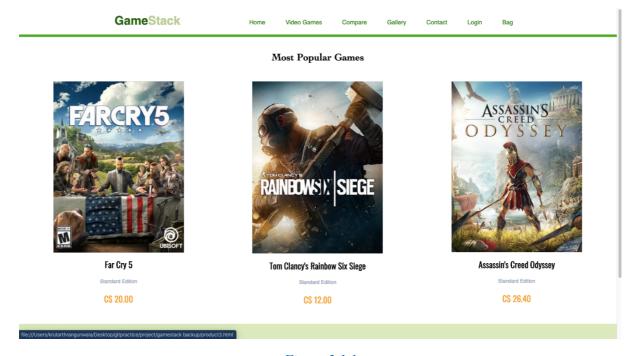### 3.1.1 Home Screen

This is the main home screen of the site.
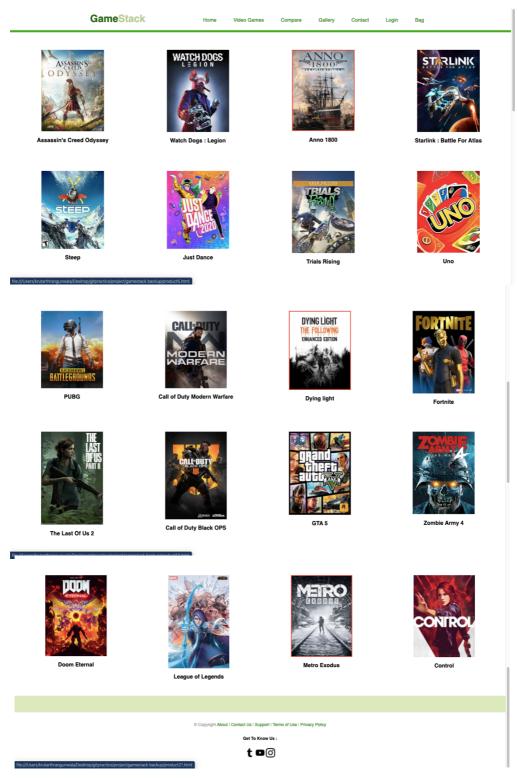

Figure 3.1.1

3.1.2 Catalogue

Figure 3.1.2

3.1.3 Login Page

GameStack   Home   Video Games   Compare   Gallery   Contact   Login   Bag

Sign in

Email

Password

Login

Create Account

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Figure 3.1.3

3.1.4 Registration Page

GameStack   Home   Video Games   Compare   Gallery   Contact   Login   Bag

Create Your Account

First name

Last name

Email

Password

Register

Already have account

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Get To Know Us :

Figure 3.1.4

3.1.5 Contact us

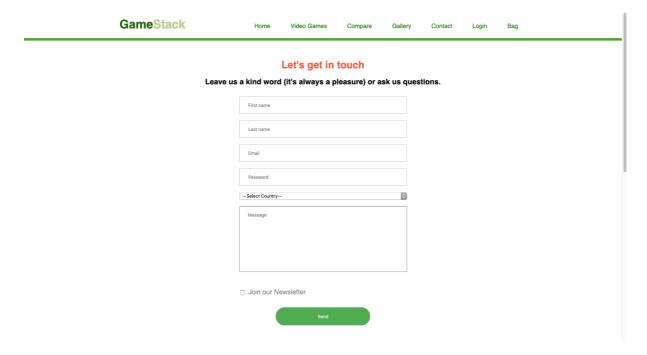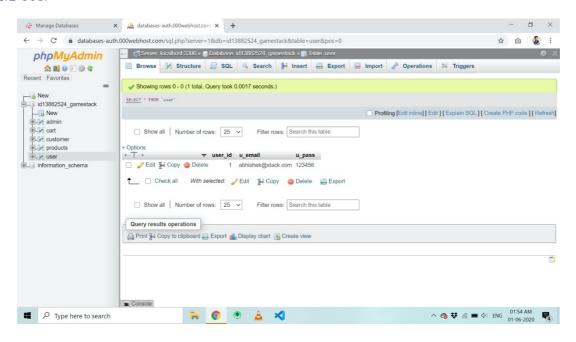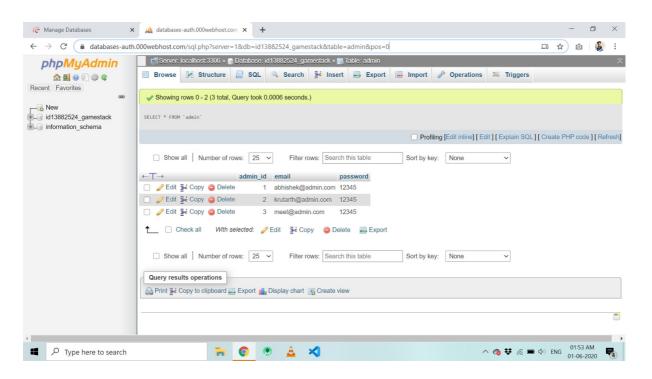This is the page where the user can contact us directly via mail.
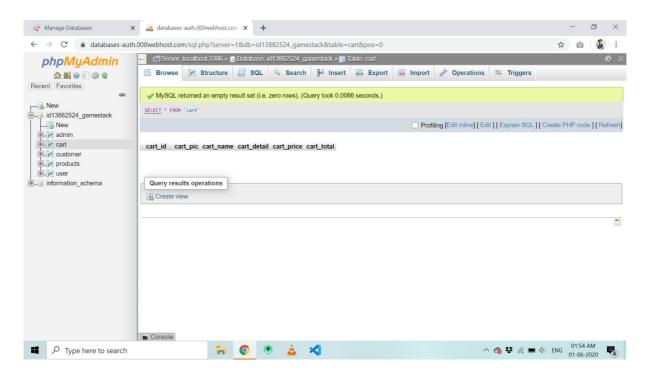

Figure 3.1.5

3.2 Data Dictionary

3.2.1 User

3.2.2 Admin

3.2.3 Cart

3.2.4 Customer

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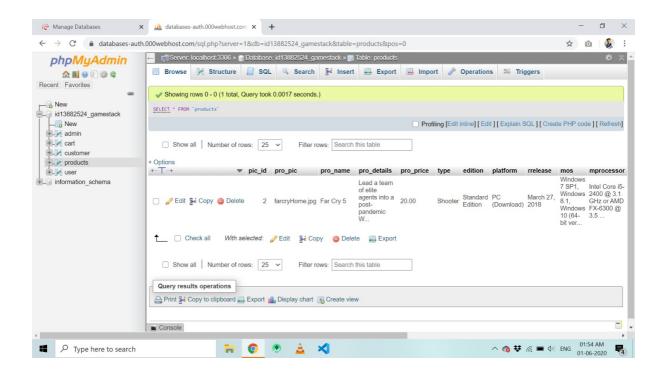## 3.2.5 Product

Chapter 4: Work Distribution

Abhishek Kathuria has done the backend of the whole website and was helpful throughout the project.

Meet Patel has added the description of each and every game and has partially worked on the frontend as well.

Krutarth Rangunwala has done the frontend for the software with the partial help of Meet Patel. Also done the documentation of the whole project.

Chapter 5: Conclusion and Future Enhancement

5.1 Future Enhancement

- Need to make the website more attractive. Also need to work on the display and the sound in the future. We are thinking of adding the sound in the background for each game play.
- Thinking of adding the mini version of each and every game so that the user can put their hands upon the game they like and then buy the game as per their need.
- Need to do the backend work for add-to-cart still.
- Need to add the different payment methods in the payment section. And also need to add payment section.

5.2 Conclusion

Throughout the whole project we learnt about how the client works with the server, means how actually it interacts. We learnt about different platforms which were not expected that we would ever learn like Phpmyadmin, etc. We also started to work on the new text editor accept of the notepad which is atom. So basically, we learnt many new things throughout the project. We are very grateful to Mr. Yash Sheth for givingus this opportunity.