

Affinity Diagram

Website With Information for Gaming on Linux Machines

Hurdles

Building the website

Deploying it to the internet

Money for building and maintaining website

Building an audience for the website. Making it known

Maintaining it

Learning what's needed to build the website

Cost

Cost of keeping the website running online

Any tools used for development/deployment

Hiring people to help develop and maintain the website (manpower)

The cost will vary depending on website traffic

Maybe have ads as a source of income

Basic Features

Forums for users to share information and help

Videos

Categories for different topics, games, and Linux distros

Account system

Official support/solutions from Linux and game developers

Search Feature

Notifications through email

Technology Stack

Styling: Tailwind CSS

Frontend: Next.js, React, TypeScript

Account Auth: NextAuth.js

Backend: Next.js

DB: PostgreSQL

Forums: Discourse

Video: Mux, AWS S3, Cloudflare

Search: MeiliSearch

Website Monitoring: Sentry and Prometheus/Grafana

Support/Maintenance

Content Policies (keeping forums civil)

Anti-Spam

Monitoring & Alerting

Incident Response

Backup Frequently

Protecting user data

Keep site online and fast