# Game Frame Fusion

# Proposed team

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# Overview

Our main goal is to create an e-commerce site that will fulfill our expectations for selling video games and digital photography. We aim to create a fast and responsive site, and to be easy to navigate. We want to make eye-catching designs, apply simple functionalities and make the shopping to be as simple as possible.

# Customer

We target all group ages, because in these modern days everyone has a smartphone, selling games for younger people and some beautiful digital art for older age groups. That's why we want our e-commerce site to be easy to navigate and buy.

# Product

The software product delivered to the customer will be a fully functional e-commerce website tailored for selling video games and digital photography products. This website will provide an online platform for customers to browse, purchase, and access a wide range of video games and digital photography-related items, with features such as user accounts, search and filtering options, secure payment processing, user reviews, and a responsive design for optimal user experience on various devices.

# Users

The end users of the e-commerce website for selling video games and digital photography products will include:

**Gamers:** Enthusiasts of video games seeking to purchase and download their favorite titles. A wide range of gaming preferences, from casual gamers to hardcore enthusiasts.

**Photography Enthusiasts:** Individuals interested in digital photography equipment, accessories, and services. May include amateur photographers, professionals, and hobbyists.

**General Shoppers:** Customers looking for gifts related to gaming or digital photography. May have varying levels of familiarity with these products.

**Online Shoppers:** Individuals comfortable with e-commerce platforms for purchasing products online. Diverse age groups and backgrounds.

**Tech-Savvy Users:** Users familiar with digital technology and online shopping processes.

# Management

This project requires an adaptable and customer-focused approach. Organizing the work in short, focused sprints with an emphasis on regular releases and quick feedback is essential. The use of cross-functional teams and ongoing testing helps mitigate risks and accommodate changes, making it an effective framework for building and maintaining the project.

# Communication

Our communication will mainly be through discord, and our workflow will be via Github.

# Breakdown

Breaking down the e-commerce system for selling video games and digital photography into different parts or components can help with better management and development. Here's a breakdown of potential system components:

**Frontend:**

User Interface (UI): The visual elements of the website that users interact with.

User Experience (UX): Ensuring a seamless and user-friendly browsing and shopping experience.

Search and Product Browsing: Tools for users to search, filter, and browse products.

Shopping Cart: Managing selected items for purchase.

User Accounts: User registration, login, and profile management.

Responsive Design: Ensuring compatibility with various devices and screen sizes.

**Backend:**

Database Management: Storing product information, user data, and transaction history.

Server-Side Logic: Handling business processes, user authentication, and security.

Content Management System (CMS): Managing and updating product listings.

Order Processing: Managing and tracking orders from placement to delivery.

**Product Management:**

Product Catalog: Maintaining an organized database of video games and photography products.

Content Creation and Upload: Uploading product descriptions, images, and videos.

Pricing and Discounts: Managing product pricing and promotions.

# Effort estimation

We will need approximately 2 months to complete this project.

# Technological stack

Our technological stack will be HTML and CSS for designing, javascript and php for creating functionalities.

# Reporting

We are planning to do both types of reporting, presentation and documentation to present our best version of the project.

# Additional information

Everything is covered in previous statements.