Game Zone ISTIC

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# Introduction

Clubs, associations and organizations are present in almost every institutional establishment, therefore there’s a strong competition in the domain, and each of these groups are working on their images and enlarging their communities by implementing innovative ideas and activities.  
The digital marketing aspect for this sector is very important, as it brings more audiences and builds solid communities.

This brings us to the subject of our club, “Game Zone ISTIC”, a club that was made for gamers by gamers to aid them in socializing and finding people of same interest and to compete and learn about this subject.

However, while investigating different aspects, we found out that the club’s activities are all over the place and the member’s data scattered on multiple programs and cloud sites like Google Drive and such. In addition, the administrator committee had to update data manually which made the process take longer than expected and it resulted in elongating multiple projects.

In this prospect, our project consists of making a website to centralize the information about our club, manage the club member’s activities, and projects.   
For the modeling of this project, we followed the methodology Agile "Scrum".  
This document sets out the work that we have carried out, organized into n chapters in order to achieve a reliable website.

* Chapter 1 entitled “Project overview”
* Chapter 2 entitled “requirements specification”

Finally, we summarize our report with a general conclusion and other stand points.

Chapter I  
Project Overview

### I.1- Introduction:

In this chapter we will start by presenting the project, outlining the problematic, posing a solution, defining the methodology that’s being used and lastly mentioning the development tools put in retrospect.

### I.2- Project presentation:

I.2.1- Presentation:

I.2.2- Existing examples:

Clubee.com

### I.3- Problematic:

### I.4- Solution:

### I.5- Methodology:

I.5.1- Agile Methodology:

I.5.2- Scrum:

### I.6- Development Tools:

### I.7- Conclusion:

Chapter II  
Requirements Specifications

### II.1- Introduction:

In this chapter, we will set out the functional and non-functional requirements, specify the actors of the system, the general use case diagram and the product’s backlog in order to obtain a well-built application that meets the club’s needs.

### II.2- Functional Requirements:

In every early stage of development, we have to ask ourselves “what are the needs?”, “what is the need for?”, and “How will it function?”, and the answer to these questions translates to highlighting the functionalities of the system overall.

These functionalities must be ordered, prioritized and quantified in the form of expected performance values.   
The system, as shown in the use case diagram, allows to :

### II.3- Non Functional Requirements:

### II.4- Actors:

### II.5- Use Case Diagram:

### II.6- Product Backlog:

### II.7- UIX Prototypes:

### II.8- Conclusion: