# ESGames: Desarrollo de una Plataforma Web para la Venta de Videojuegos Utilizando Django y Vue.js

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Abstract—This paper presents the design and development of GameStore, a web-based platform intended to simulate the operation of a digital video game store. The system is structured using a client-server architecture, with Django employed for backend development and Vue.js for frontend implementation. The application allows users to register, log in, browse a catalog of video games, add products to a shopping cart, and manage a personal library of purchased titles. Additional features include user balance management, game reviews, ratings, and favorites, aiming to improve user interaction and engagement. The system implements a RESTful API to ensure efficient communication between client and server, facilitating modularity and scalability.

Index Terms-Video game store, web development, Django, Vue.js, REST API.

## I. INTRODUCCION

El crecimiento sostenido del comercio electrónico ha transformado la manera en que los usuarios acceden y consumen productos digitales, incluyendo los videojuegos. En este contexto, las plataformas en línea han adquirido una relevancia fundamental al permitir la distribución eficiente de títulos, la gestión de bibliotecas personales y la interacción entre usuarios mediante reseñas y valoraciones.

El presente trabajo describe el desarrollo de GameStore, una aplicación web que simula una tienda digital de videojuegos. La plataforma permite a los usuarios registrarse, iniciar sesión, explorar un catálogo de juegos, añadir productos a un carrito de compras y adquirirlos utilizando un sistema de saldo virtual. Asimismo, el sistema ofrece funcionalidades complementarias como la biblioteca de juegos adquiridos, el sistema de favoritos, y módulos para realizar valoraciones y comentarios.

Para la implementación se empleó una arquitectura clienteservidor, donde el backend fue desarrollado con Diango, un framework robusto basado en el patrón modelo-vistacontrolador (MVC), ampliamente utilizado en aplicaciones

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web modernas por su seguridad y escalabilidad [1]. El frontend se desarrolló utilizando Vue.js, un framework progresivo de JavaScript orientado a componentes, que permite construir interfaces reactivas bajo el paradigma de aplicaciones de una sola página (SPA, por sus siglas en inglés) [2].

El desarrollo de GameStore busca demostrar la viabilidad de construir plataformas especializadas de comercio digital utilizando tecnologías web modernas, priorizando aspectos como modularidad, rendimiento y experiencia de usuario.

## II. EASE OF USE

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Number equations consecutively. To make your equations more compact, you may use the solidus ( / ), the exp function, or appropriate exponents. Italicize Roman symbols for quantities and variables, but not Greek symbols. Use a long dash rather than a hyphen for a minus sign. Punctuate equations with commas or periods when they are part of a sentence, as in:

$$a + b = \gamma \tag{1}$$

Be sure that the symbols in your equation have been defined before or immediately following the equation. Use "(1)", not "Eq. (1)" or "equation (1)", except at the beginning of a sentence: "Equation (1) is . . ."

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- The word "data" is plural, not singular.
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- A graph within a graph is an "inset", not an "insert". The
  word alternatively is preferred to the word "alternately"
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- Be aware of the different meanings of the homophones "affect" and "effect", "complement" and "compliment", "discreet" and "discrete", "principal" and "principle".
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An excellent style manual for science writers is [7].

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TABLE I TABLE TYPE STYLES

Table	Table Column Head		
Head	Table column subhead	Subhead	Subhead
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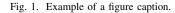


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#### ACKNOWLEDGMENT

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#### REFERENCES

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#### REFERENCES

- [1] Django Software Foundation, "Django," https://www.djangoproject.com/, Accedido: 24-jul-2025.
- [2] Vue.js Developers, "Vue.js The Progressive JavaScript Framework," https://vuejs.org/, Accedido: 24-jul-2025.
- [3] .
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