



Parshvanath Charitable Trust's
A. P. SHAH INSTITUTE OF TECHNOLOGY, THANE
(All Programs Accredited by NBA)

Department of Information Technology



SAP E-ZONE (Online Gaming Store)

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Project Guide
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1. Introduction

- SAP E-zone is basically a Gaming library with numerous games and various gaming equipments available to purchase at discounted price by the Customer as per their use.
- SAP E-zone also provides customers to know information about no.of esports org and players existing in Indian Gaming community.
- People in India don't have a proper website to look up games and their equipments(Pc,console and mobile) on one site. There are sites which don't have mobile gaming equipments needed for streaming like El-gato and Gaming finger sleeves etc.

2. Objectives

- To provide hassle free services to the customers.
- To increase efficiency of purchase.
- To manage the payments for the customers.
- To generate reports on games, payments.
- To expand the knowledge of E-sports to area where there is insufficient knowledge of gaming.

3. Scope

1. To pursue gaming as a profession/career in India.
2. Instead of getting corrupted physical data disk from store ,customer will purchase our gaming products online which will be installed for lifetime access once it is purchased.
3. This platform saves time and money as well with a very commendable price.
4. To build a Customer friendly web based application.
5. To provide customers with detailed information about availability of games and gaming gears.

4.Literature Survey –A data driven survey of video games

The video game industry is one of the fastest growing of entertainment industries, with a variety of platforms, genres and cutting-edge technologies. Built upon the cultural heritage and supported by the culmination of hardware and software advancements, video games have evolved as a most interactive cultural medium. While PC and console gaming has been the norm during the golden age of video games, mobile technologies have emerged during the last decade, with potential to disrupt the gaming industry as well. In this study, a survey of game scores over the years reveals some general trends in the industry, from the perspective of end users. The average scores, number of titles, as well as a distribution by genre are extracted from Metacritic database and plotted to show an overview of the PC gaming industry since the inception of user scores and reviews on game-related websites and the implications for traditional gaming in the future.

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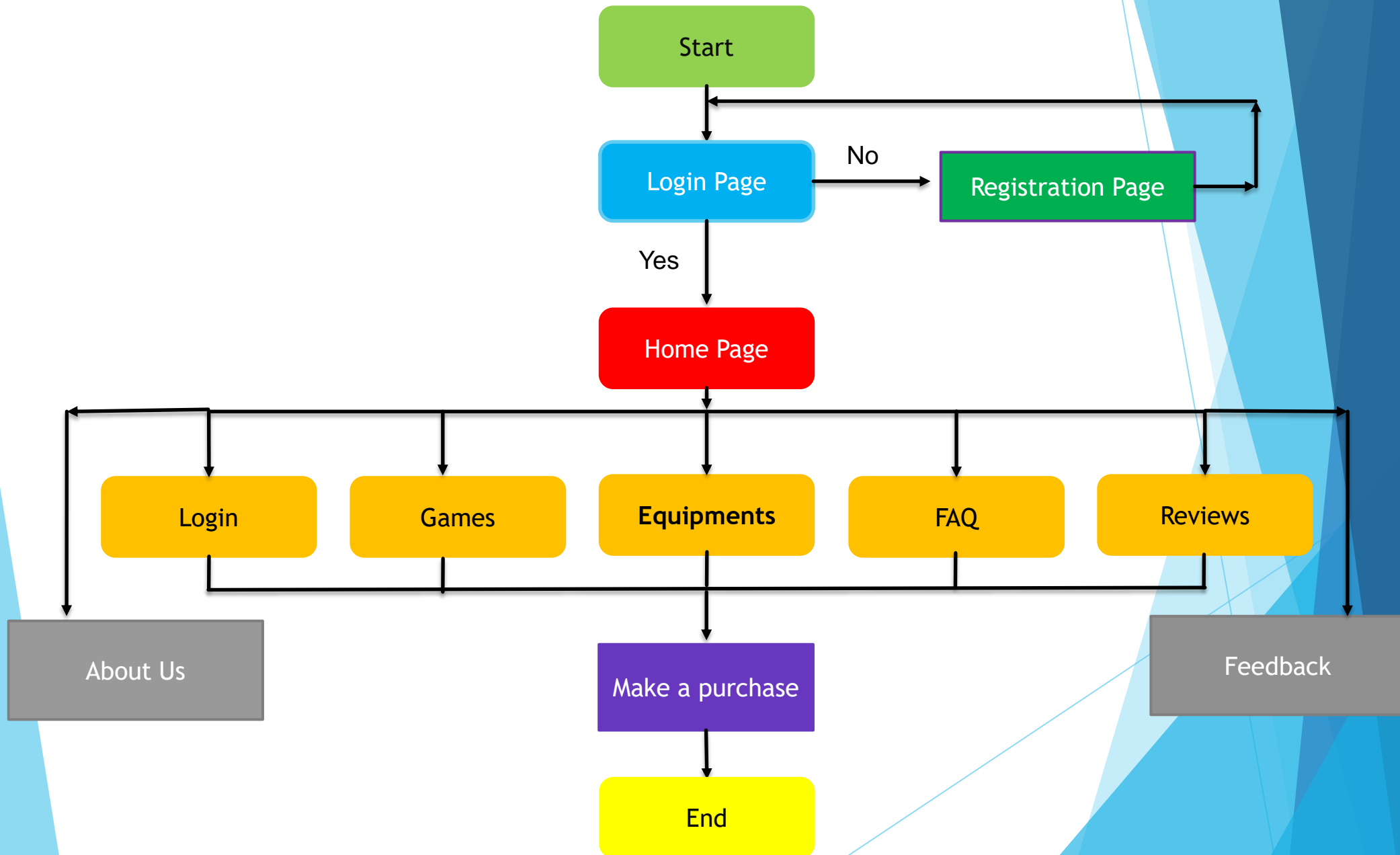
5. Proposed System

1. Allows to make a secured socket layer payment.
2. Unified Payment Interface (UPI) for hassle free payments.
3. An average Indian online gamer :
 - A. is a below 24 year male
 - B. is introduced to online gaming through their friends, family and peer group
 - C. is engaged in gaming for stress relief and social interaction
4. Male gamer are concerned about data and memory consumption;
Female gamer seek regular update / upgrade.

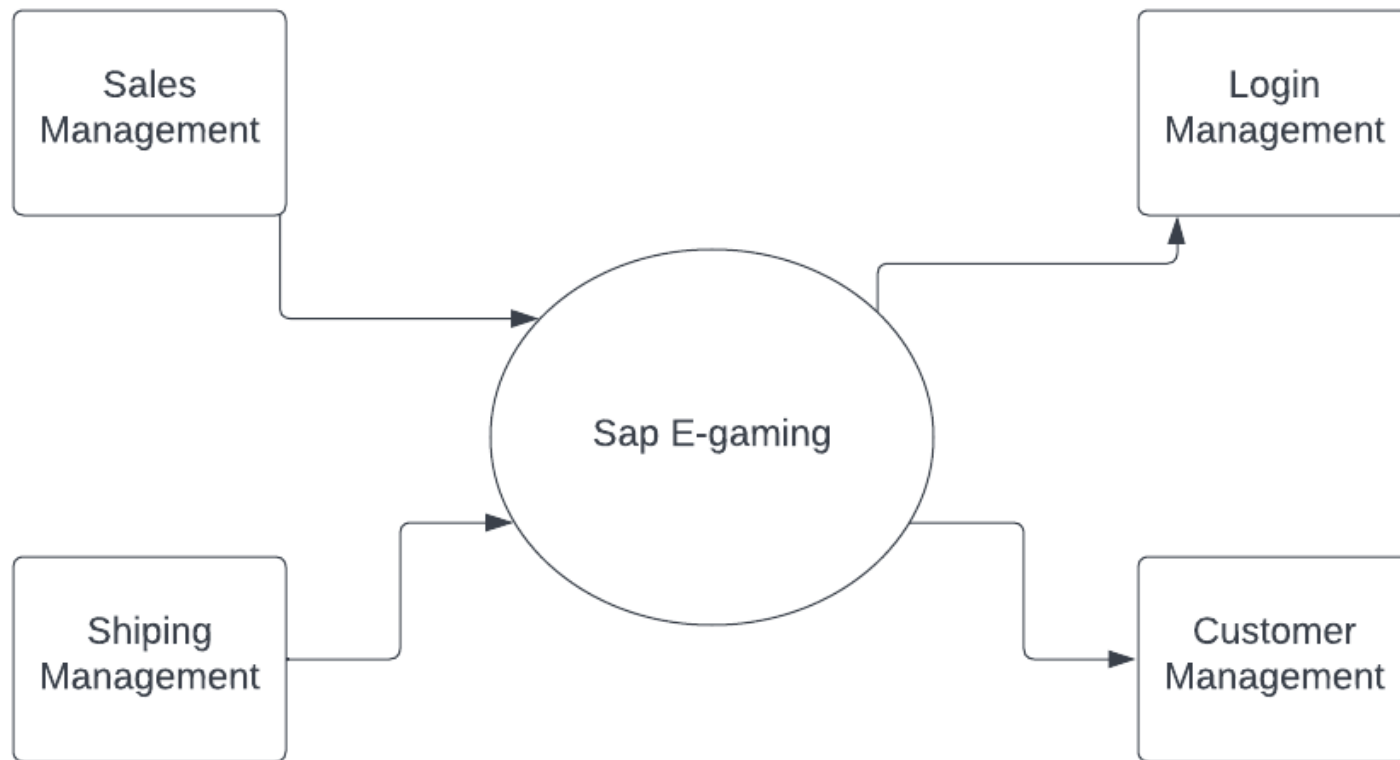
6. Project Outcomes

1. User will register .
2. User will login and purchase.
3. User will search for various gaming equipment's he requires.
4. User will choose their particular gaming device equipment's for PC, mobile and console via filter .
5. User will securely pay via UPI method and receive the desired product in the particular medium .

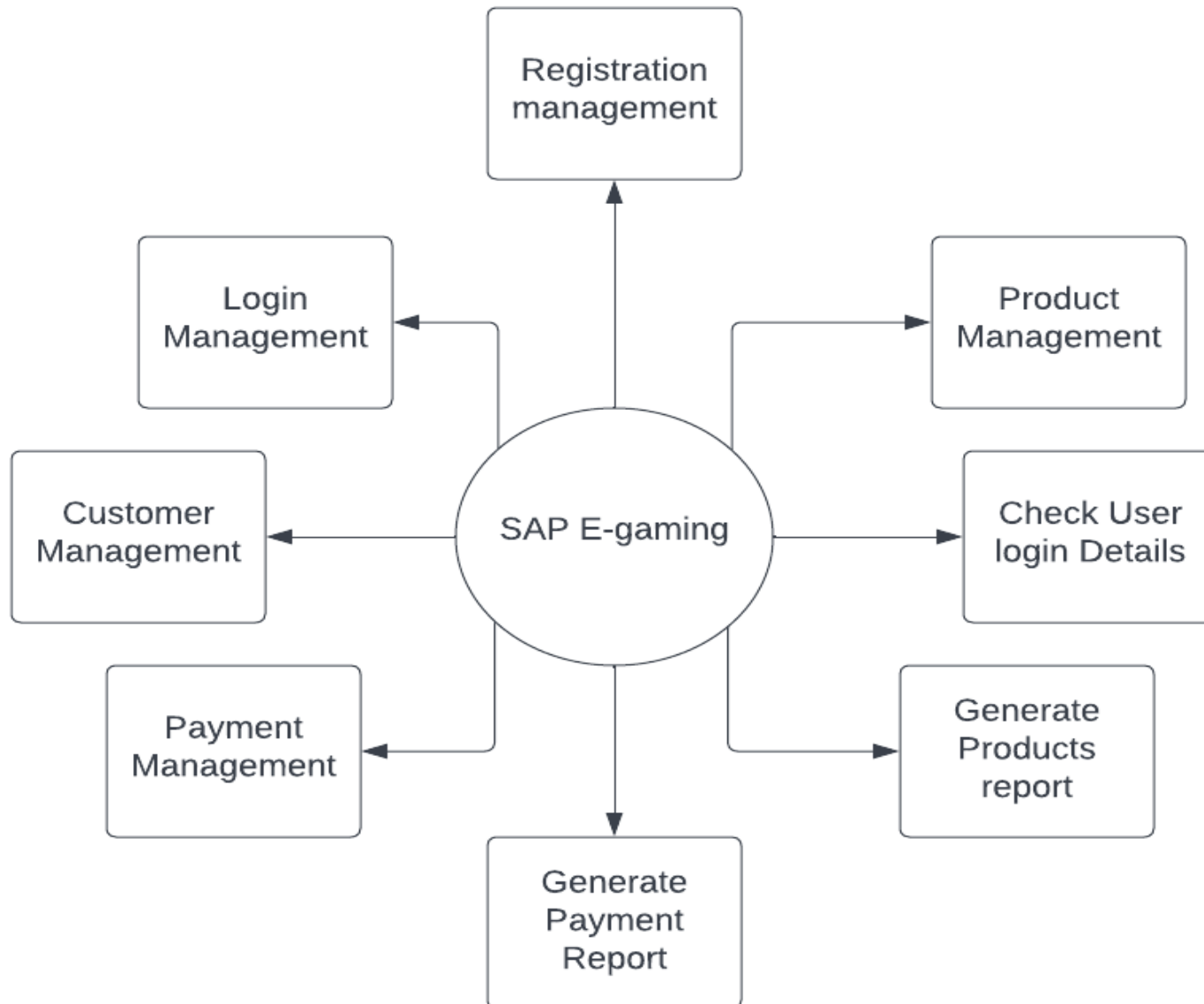
7. Block Diagram



Zero level DFD:



First level DFD:



6. Technology Stack

1. Frontend - HTML (Hyper text markup language), CSS and Javascript
2. Backend - Firebase
3. Unified Payments Interface

HTML



CSS



JS



Suggestions in Review 1

- Insertion of Games (prices)
- Insertion of Product Description
- Insertion of Search Bar
- Insertion of Filter (Sorting products)

Results and Discussion

Navbar header:

SAP E-ZONE

HOME

LOGIN

GAMES

EQUIPMENTS

ABOUT US

FEEDBACK

Footer:

SAP E-Zone

For More Details about us and our page You can Follow our Socials Listed below

Thank you



In this site you will find your favourite games and gaming equipments you want to buy and play on your favourite platform



EXPLORE THE VARIOUS GAMES AND GAMING EQUIPMENTS AVAILABLE ON OUR WEBSITE

Sign up

It's free and only takes a minute

First name

Last name

Email

Password

Confirm password

submit

Login

Email

Password

submit

Not have an account? [Sign up Here](#)

CONTROLLERS AND PC PRODUCTS

Gaming keyboard



Best Gaming keyboard in best colours For £13,265

[Buy Now](#)

E-zone CPU Cover



Gaming CPU Cover For £13,500

[Buy Now](#)

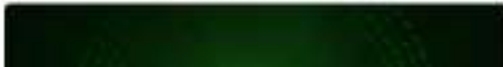
E-zone gaming mouse



Gaming Mouse for £900

[Buy Now](#)

E-zone Xbox Controller



E-zone PS5 Controller



E-zone Mobile Controller

GAMES

GOD OF WAR



Best Game of 2021 for £13,999

[Buy Now](#)

WWE 2K22



WWE 2K22 for £13,999

[Buy Now](#)

FIFA 22



Fifa 2022 for £13,000

[Buy Now](#)

Elden Ring



GTA 5



Call of Duty: Vanguard





E-Keyboard

Connect Keyboard with a series of smart sensor
technology.


₹8,250

Pay Now

PROFTM

Keyboard

Product Images



Product Description

Ships in X days | If physical prod

Average delivery time

PROFTM

← English

Preferred Payment Methods

- UPI - PhonePe
- UPI - PayTM

Cards, UPI & More

- Card
- UPI : QR
- Netbanking
- Wallet
- Gift

₹ 8,250

Pay Now

₹8,250.00

amishurkhan2002@gmail.com

Pay ₹ 8,250.00



₹ 8250.00

Payment Successful!

Share Your Experience



Payment ID: pay_KToPtHYxzvujWX

A confirmation email has been sent to you

Feedback

Please provide a feedback below

Your Name

Email

Any Suggestion?

submit

ABOUT US

This project is aimed at developing a website for online gaming. The Online Game Hub provides an easy interface that would let the users to the pool of gaming. It provides the users more pleasure and gladdening his mind by playing these traditional games such as ludo,bingo,puzzle,dots,vanish and memory game. It also provides users to interact with other players who are login to the website, even while gaming. Multiplayer option is also provided in Bingo, so that users can play this game in different computer systems. A registered user can directly enter to the website by login using username and password. Basically the website consist of 6 games and a chat box to interact with other users while gaming.

[Read More](#)



Backend

<https://signup-form-d6307-default-rtdb.firebaseio.com>

```
-NEtL7kxKSivrLCizpzP
-NEtLprgDqZj-LXPGdf2
-NEtLvCtHKMMDeSblhRz
-NEtLvr1IWK_lV_rhceh
-NEthdpCOnpabXVUHdZK
  confirmpassword: "Suyash@399"
  email: "Suyashj@399"
  firstname: "Suyash"
  lastname: "Jadhav"
  password: "Suyash@399"
```

12. Conclusion and Future Scope

- To conclude, SAP E = GAMING works like a component which will access all the available facilities and performs various functions.

- Admin Panel:-

Admin will be included in future to manage products, manage payment, manage sales and Manage User login Details.

- The project has a very vast scope in future.
- It will be implemented in various fields in future.
- It will also be updated in the future as and when requirement for the same arises, as it is very flexible.

13. References

[1]https://www.ijeit.com/Vol%203/Issue%209/IJEIT1412201403_42.pdf.

[2]<https://ieeexplore.ieee.org/document/6040828/authors#authors>.

[3]<https://www.slideteam.net/tag/contact-management-system-powerpoint-templates-ppt-slides-images-graphics-and-themes>.

[4]<https://www.slideserve.com/inara/contact-management-system-powerpoint-ppt-presentation>.

Thank You...!!