<Video games store>

Vision

Vision

# Introduction

The application is made to offer users and producers an efficient way to trade the video games merchandise. By implementing this application, users will have access to various possibilities to get a video game, also sell one. The users will be able to buy directly from the producers collaborating with the application or make exchanges with other users willing to change their used or unused game for one that will be offered by another user. The one offering the possibility is able to deny the upcoming offer and wait another, or cancel it.

A similar website is G2A[1]

## Purpose

The purpose is to serve the community and the video games enterprises an efficient and trustworthy marketplace on the internet and an easier interaction with possible clients.

## Definitions, Acronyms, and Abbreviations

[Video Game]: a game played by electronically manipulating images produced by a computer program on a monitor or other display.

## References

<https://en.wikipedia.org/wiki/List_of_video_game_publishers>

<https://g2a.com>

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Not finding a certain video game in a store |
| affects | Video games players and hobbyists. |
| the impact of which is | Games aren’t bought and clients aren’t satisfied. |
| a successful solution would be | To find them online directly from the company or a second hand product offered by another video game player. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Video games players |
| Who | Invest their time in playing games from video games companies. |
| The video games store | Is a web application |
| That | Come from a trustworthy source or a well intentioned user |
| Unlike | Limit stocked stores |
| Our product | Benefits both clients and enterprises |

# Stakeholder and User Descriptions

A stakeholder can be a physical person that would prefer to benefit the community and also receive a certain income from collaborating video games enterprises which wish to be part of that website and promote their products other way than providing a limited stock to a limited number of stores.

The user isn’t affected by the identity of the stakeholder and the user is able to use the application without further implication or knowledge about the stakeholder.

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| video games store owner | A physical person which owns a store and whishes to move his business online | Ensures that the system will be maintainable  Ensures that there will be a market demand for the product’s features  Monitors the project’s progress  approves funding |
| Any person | Any physical person willing to own such a product and build a market | Ensures that the system will be maintainable  Ensures that there will be a market demand for the product’s features  Monitors the project’s progress  approves funding |
| Video games enterprise | A company that wishes to invest and build a reliable market to put their products on | Ensures that the system will be maintainable  Ensures that there will be a market demand for the product’s features  Monitors the project’s progress |

## User Summary

[Present a summary list of all identified user types.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Original Product seeker | The users that buy directly from the producers. | captures details  produces reports  coordinates work | Video games enterprises |
| Racoons | The users that seek second hand products instead of buying original and expensive ones. | Ensures a good deal  Makes sure the product is in a good shape  Makes sure the source is reliable and the other user is easy to contact | Irrelevant |
| Admin | The owner of the application | Ensures that the system will be maintainable  Ensures that there will be a market demand for the product’s features  Monitors the project’s progress  Monitors user activities and eliminate suspicious malicious intentions | Admin |

## User Environment

The users working environment will consist of 2 categories he can access: original products coming form the producers or the trade market sustained by other users in order to be kept functionable. The user is able to press buttons that do actions and perform an unlimited number of actions that add, delete, buy or trade.