Project plan for
Playvera

(An online marketplace/community for game developers and
game enthusiasts)

Plan created by:
Ivan Ovcharov, sem - 3
CB-01, 4090993

Data Student	
Family name, initials	Ovcharov, Ivan
Student number	4090993
Project period (from-until)	September 2021 – January 2022
Data Company	
Name company/institution	Fontys University of Applied Sciences
Department	ICT
Address	R10, Fontys Eindhoven

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Product introduction

Playvera is an online game marketplace where people can share their development progress, publish game assets/materials or finished/unfinished projects.

The platform will also support:

- **Greelighting products** - getting support from the community to create a start-up, based on materials/introduction provided.

- **Forums interaction** - gaining opinions from other developers, necessary help and just conversing.

- **Rating products/project**s - this allows users to rate different materials, projects or game ideas, giving the owners appropriate feedback of their content.

- **Purchasing game materials/game projects** or even **fully fletched games** - on Playvera, game content developers may decide whether their content is public or purchasable.

Project strategy

Def: A product strategy is a high-level plan describing what a business hopes to accomplish with its product and how it plans to do so. The strategy should answer key questions such as who the product will serve (personas), how it will benefit those personas, and the company's goals for the product throughout its life cycle.

Playvera's strategy is to be developed using realistic user stories, based on what a customer would prefer, while taking into account:

- Ease of use
- Clear view of all of the products, either filtered or unfiltered
- Plagiarism protection
- Easy navigation throughout the application
- User support

Product goal	Measurable
Create a working market environment for users to list/download content.	Implementation of front end/back end functionality to supplement easy UI access and data transfer
Creating a secure and easy to use registration/log-in systems for different users	Covering data security and appropriate UI to ensure satisfaction of customer

User stories

A user story is an informal, general explanation of a software feature written from the perspective of the end user. Its purpose is to articulate how a software feature will provide value to the customer.

Playvera's user stories are constructed in a way that takes into account both game content users and regular customers's preferences and ideas of using the website in a convenient way.

Create a registration system

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To Do ∨

Description

As a user of the platform, I would like to be able to register myself as a user, so that I could use the functionalities of the website.

Quality criteria:

- Must be user friendly
- The fields must have a good outlay and easily visible
- Text font should be appropriate
- There should be a check for wrong emails and empty fields

Creating a log-in system

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To Do ∨

Description

As a user of the website, I would like to be able to use my information to log-in, so that I could retrieve my saved games and content creators.

Quality criteria:

- Must be simple and UI friendly
- Wrong details should show the appropriate error message
- Password should not be shown
- Text font must be appropriate

Implementation of a navigation bar

To Do ⌄

Description

As a user, I would like to navigate through the website with ease and the click of a button, so that I can reach specific menus easier.

Quality criteria:

- Must be aligned and designed with the rest of the website outlay
- Must be linked to the appropriate web-pages
  -Must have the necessary animations to let a person know what they are selecting

Viewing all games

To Do ⌄

Description

As a user, I would like to be able to see all available games and search through them, so that I could have a better view of my choices.

Quality criteria:

- Should not be cluttered
- It must have a visual approach for the user

Adding games/game content onto the webshop

To Do ⌄

Description

As a user, I would like to be able to add my own custom game materials/games, so that I could share them with other users.

Quality criteria:

- Must be done in a configured menu.
- Must be user friendly
- Should have an appropriate guide on how to do so

Sorting games/game content with appropriate filters

To Do ⌄

Description

As a user, I would like to be able to sort games based on popularity, price, rating and category, so that I could have a better view of my choices.

Quality criteria:

- Should not be separate menus (one menu should be used to avoid confusion)
- Filters should be applied properly

Drop down menus on navigation bar

To Do ⌄

Description

As a user, I would like to access further menus by using a drop-down menu, so that it would be easier to reach certain options.

Quality criteria:

- Must be combined with appropriate animations
- Must match the general colour scheme

Finding a game by typing in its name

To Do ⌄

Description

As a user, I would like to find a game/game content by searching for its name, so that It would be easier to get to my desired option

Quality criteria:

- Must be name specific
- Should list other games with similar names

Finding a user by searching for his username

To Do ⌄

Description

As a user/game developer/admin, I would like to find a specific user by searching for his name, so that I could contact/take further action easily

Quality criteria:

- Should only list 1 user given the username
- Must be able to click the user and access further options

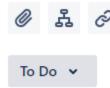# Commenting on available games/game content

To Do ⌄

Description

As a user, I would like to be able to comment on different games/content, so that I could share my opinion.

Quality criteria:

- Must not be able to be spammed
- Should be done with 2 buttons, 1 for initializing and second for publishing comment
- Should be able to filter profanity

Contacting support

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To Do ⌄

Description

As a user, I would like to be able to contact support, so that I could share my further problems.

Quality criteria:

- Should be easy and have question suggestions
- Should be sent directly to administration/helping hand

Downloading games/game content

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To Do ⌄

Description

As a user, I would like to be able to download game content/games with the click of a button, so I could access them on my computer.

Quality criteria:

- Should show pricing/free tag
- Current downloads must be sent to a specific tab
- Should be able to view previous downloads

Playvera's user stories represent actions that have been taken from a mockup design. All quality criteria are considerations of what a user may/may not want as an addition to certain features.

Below is a diagram showing each of the story's priority and story point estimation.

User story	Story points	Priority
Registration system	2	High
Login system	2	High
Navigation bar	2	High
Viewing all games	3	High
Adding games/game content	3	High
Sorting games	4	Medium
Drop down menu on navigation bar	2	Medium
Searching for a game by name	1	Medium
Searching for user by username	2	Medium
Commenting on games	4	Medium
Contacting support	3	Medium
Downloading game content/games	4	Medium

Research questions and methodology

A research question is a specific inquiry which the research seeks to provide a response to. It resides at the core of systematic investigation and it helps you to clearly define a path for the research process.

Why would users use the product?
- Playvera serves as a placeholder for games/game content, where players may upload/download or share opinions with others.

Why choose Playvera?
- Playvera is specifically targeted at people who enjoy game developing or are indie game enthusiasts. It's purpose is to gather people with specific interests and create a community.

Is Playvera free?
- The website encourages free access for all users. It serves as a community where people could explore individual projects or get motivation to start one themselves!

Can I list paid content on the website?
- Yes, Playvera has both a free and paid option when sharing content with others. Users should be able to decide their individual pricing, therefore any specific price may be set.

Sprint and time distribution/deliverables

The product is expected to be delivered within **6 separate sprints**, each indicating a time span of **3 weeks**.

- ● Initial sprint 1 (week 1-3)
- - Creating product documentation, GIT initialization and setting up of a development environment.
- - Initial 3 RESTful GET functions and classes

- ● Sprint 2 (week 3-6)
- - Continuation of back-end development and introduction to front-end
- - UML and C4 class diagram
- - Implementation of further logical layers

- ● Sprint 3 (week 6-9)

- - Undefined
- ● Sprint 4 (week 9-12)

- - Undefined
- ● Sprint 5 (week 12-15)

  -Undefined
- ● Final sprint 6 (week 12-18)
  -Undefined

End product

Playvera's final functionalities should provide both game content creators and other users a platform where they could easily share their preferences, available materials, communicate and download different games and their assets.