Project Title: Online Games Selling Marketplace

Group Number – G09

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Category: Website, dedicated PC Application.

Purpose: The purpose of developing this project is to provide a worldwide access to gamers and content providers where they can buy and sell games respectively without any physical limits.

Scope: This project aims to facilitate better and smoother transactions between user and developers so that both parties can benefit from it. It also aims to provide support to the buyers directly from the game developers as and when required.

Introduction: The system aims to provide a direct interface runnable on PC that connects the buyer directly to the content providers. This system maybe managed by a third party but in no ways should hinder the direct virtual contact between the users and the developers. The system primarily consists of two parts, the website and the PC based client.

The website is used by the gamers to buy the games of their choice after browsing through the list of several games available. The website in turn is also used by the developers/content providers to provide access to details regarding the game before the buyer decides to buy it. The buyer/user need not register with an account in the website to be able to navigate the website and browse games, but the user needs to sign in with a registered account to be able to buy games. The games have several details regarding them mentioned in the website.

After the game has been bought by the user, they need to register themselves in the client which is a runnable windows application and this will enable the user

to download the game. The key for activation will be received via mail. Uponentering the activation code, the user can play the game. In case of support, they can contact the developers directly via the <u>website</u> and/or the client.

Advantages for the buyer: The system will empower the buyer/users with the following advantages –

- Availability to buy games anywhere across the world independent of any physical borders.
- Complete virtual process from end to end.
- The whole process of buying the game to playing it takes a few minutes.
- Complete virtual support provided 24x7.

Advantages for the developers/content providers: The system will provide the following advantages to the developers.

- Complete geographical coverage in terms of games sold.
- Complete virtual process.
- Simplified virtual support can be provided by the developers.
- Complete revenue of games sold will be available to the developers without any third-party hindrances.

Non-functional requirements: Following are some of the non-functional requirements that the system provides –

- Since the system is completely remote and virtual, it needs to have a high reliability and should be accessible from any part of the world.
- Flexible software architecture that allows extension into Mac and Linux if needed.
- Integrity should be maintained so that no game is sold twice to the user and each game key is used only once.

Deployment and Software Tools:

- Database server: PostgreSQL.
- Website: Any browser that supports cookies and cache.
- Client: Windows 7,8,10 (can be extended to Linux and MacOS)