Design Document: "What Game Do We Gonna Play?" App

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1. Overview

"What Game Do We Gonna Play?" App is designed to help users find and select games based on various categories. The app will address a wide target audience, including adults, kids, pets, and toddlers. It will also provide game suggestions for different play styles, such as one-on-one and single-player games.

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2. Technologies Used

- **Frontend Framework:** React with Vite
- **HTTP Requests:** Axios
- **Routing:** React Router
- **State Management:** Context API (full CRUD operations)

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3. Functional Requirements

1. **Category Filter Input:**
    - Users can filter games by category:
        - Adults games
        - Kids games
        - Pets games
        - Toddlers games
        - One-on-one games
        - Single-player games
2. **Game List Table:**
    - After selecting a category, a table of games will be displayed.
    - Each game entry in the table is clickable.
3. **Game Detail Page:**
    - Clicking on a game will transfer the user to a detailed game page.
    - The game page will display:
        - Game rules
        - Example URL according to the level
        - Duration of the game
        - Recommended number of players
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4. User Interface

1. **Home Page:**
    - Category Filter Input
    - Button to apply the filter and display the game list
2. **Game List Page:**
    - Table displaying games based on the selected category
    - Each row is clickable, leading to the respective game detail page
3. **Game Detail Page:**
    - Display game rules
    - URL to an example game or level
    - Duration of the game
    - Recommended number of players

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5. Implementation Plan

1. **Setup and Configuration:**
    - Initialize the project using Vite with React template
    - Set up Axios for HTTP requests
    - Configure React Router for navigation
    - Implement Context API for state management and CRUD operations
2. **UI Components:**
    - **Category Filter Component:**
        - Input fields and dropdowns for selecting categories
        - Apply filter button
    - **Game List Component:**
        - Table displaying the list of games based on selected category
        - Clickable rows for game selection
    - **Game Detail Component:**
        - Display game details such as rules, URL, duration, and recommended players
3. **State Management:**
    - Implement Context API for managing the game data
    - CRUD operations for adding, updating, deleting, and fetching games
4. **Routing:**
    - Define routes for Home Page, Game List Page, and Game Detail Page
5. **Testing:**
    - Unit and integration testing for components and state management
    - End-to-end testing for user flows

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6. Non-Functional Requirements

1. **Performance:**
    - Optimize for fast loading times using Vite
    - Efficient state management with Context API
2. **Scalability:**
    - Modular architecture to easily add more game categories in the future
    - Reusable components
3. **Usability:**
    - Intuitive and user-friendly interface
    - Responsive design for various devices

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7. Future Enhancements

1. **User Accounts and Personalization:**
    - Allow users to create accounts and save favorite games
2. **Community Features:**
    - Enable users to rate and review games
3. **Social Sharing:**
    - Integrate social media sharing options for games