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

**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.

**2. Technologies Used**

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

**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

**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

**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

**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

**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