



## Project Description

**Title:** Setback

**Description:** Setback is an online platform designed for gamers to explore, purchase, and manage their game library. Users can browse through a collection of games, take advantage of discounts, and view games by category. Additionally, each user has a personalized profile where they can showcase their profile picture, name, and games, allowing for a social experience within the gaming community.

## User Stories

### Story – Game store

As a user,

I'm able to view all available games,

So that I can explore the catalog.

## Wireframe

Catalog	Discounts	By category
img	<b>Title</b> Category 1, category 2, ... <b>Price</b> <button>Purchase</button>	
img	<b>Title</b> Category 1, category 2, ... <div>Discount</div> <b>Price</b> <button>Purchase</button>	
img	<b>Title</b> Category 1, category 2, ... <b>Price</b> <button>Purchase</button>	
img	<b>Title</b> Category 1, category 2, ... <div>Discount</div> <b>Price</b> <button>Purchase</button>	

## Acceptance criteria

- A list of games with an image, title, categories and price
- A button to purchase a game
- If a game is discounted, the percentage should be shown

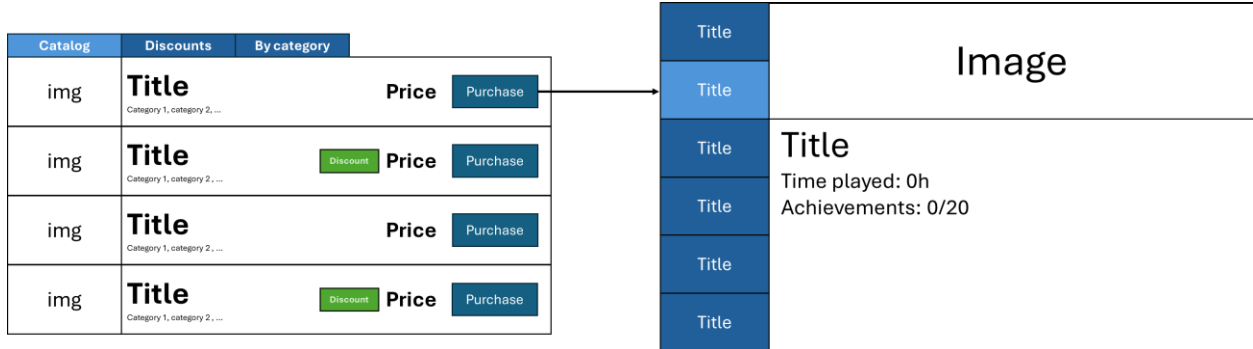
## Story – Purchase

As a user,

I'm able to buy games directly from the store,

So that I can add them to my library.

## Wireframe



## Acceptance criteria

- After the purchase button is clicked, the price is subtracted from the user's balance
- The game is then added to the user's library
- The game isn't available for purchase again for the user

## Story – Discounts

As a user,

I'm able to see which games are on sale

So that I can take advantage of discounts and save money.

### Wireframe

Catalog	Discounts	By category
img	<b>Title</b> Category 1, category 2, ...	<div>Discount</div> <b>Price</b> <div>Purchase</div>
img	<b>Title</b> Category 1, category 2, ...	<div>Discount</div> <b>Price</b> <div>Purchase</div>
img	<b>Title</b> Category 1, category 2, ...	<div>Discount</div> <b>Price</b> <div>Purchase</div>
img	<b>Title</b> Category 1, category 2, ...	<div>Discount</div> <b>Price</b> <div>Purchase</div>

### Acceptance criteria

- After the “discounts” button is clicked, only games with discounts are shown

## Story – Categories

As a user,

I'm able to filter games by categories,

So that I can find games that suit my interests.

## Wireframe

Catalog	Discounts	By category
Category:	Category1	
img	<b>Title</b> Category 1	<b>Price</b> <input type="button" value="Purchase"/>
img	<b>Title</b> Category 1	<b>Price</b> <input type="button" value="Purchase"/>
img	<b>Title</b> Category 1	<input type="button" value="Discount"/> <b>Price</b> <input type="button" value="Purchase"/>

## Acceptance criteria

- When the “by category” button is clicked, the user is able to choose their preferred categories
- After categories are chosen, only games in that category are shown

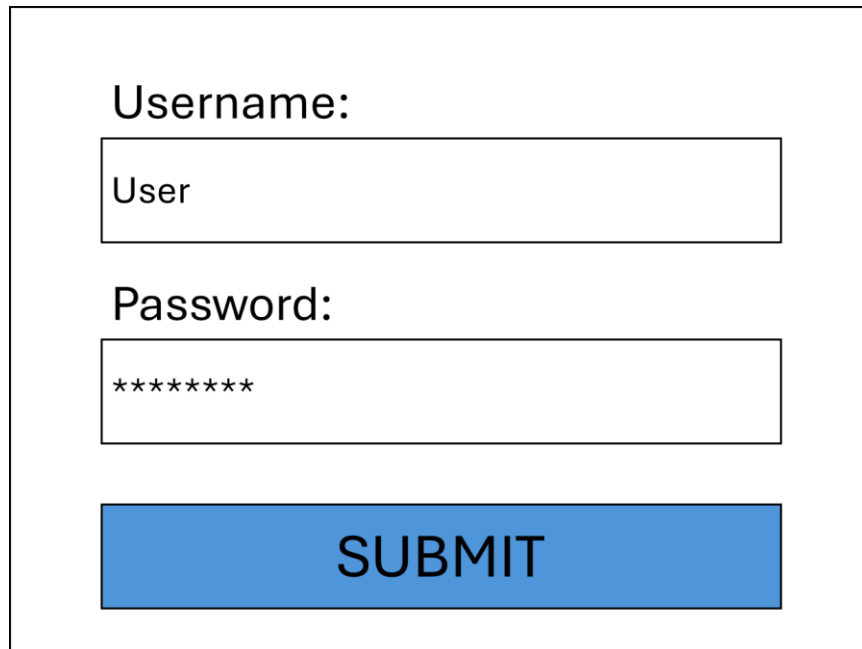
## Story – Login

As a user,

I'm able to log in to the website,

So that I can access my account.

## Wireframe



A wireframe of a login form. It consists of a large rectangular container. Inside, at the top, is the label "Username:". Below it is a rectangular input field containing the text "User". Below the input field is the label "Password:". Below that is another rectangular input field containing eight asterisks "\*\*\*\*\*". At the bottom of the container is a wide, blue rectangular button with the word "SUBMIT" in white, bold, uppercase letters.

## Acceptance criteria

- The user should be able to enter their username and password
- After they submit their information, they should be able to access their account

## Story – Library

As a user,

I'm able to see a list of my purchased games,

So that I can easily access and manage my game library.

### Wireframe

Title	Image
Title	
Title	<b>Title</b> Time played: 20h Achievements: 7/30
Title	
Title	
Title	

### Acceptance criteria

- The library should contain a list of all the games owned by the user
- After clicking on a game, the user should see an image of the game, its title, and extra information like how long they've played the game and their achievement progress

## Story – Balance

As a user,

I'm able to add funds to my balance,

So I can purchase more games.

## Wireframe

The wireframe illustrates a user interface for managing a balance. It features a large heading 'Current balance:' followed by a rectangular box containing the placeholder text '€xx.xx'. Below this, the text 'Add funds' is centered and underlined. Underneath the underline, there are five blue rectangular buttons arranged in two rows. The top row contains three buttons labeled '€5', '€10', and '€20'. The bottom row contains two buttons labeled '€50' and '€100'.

## Acceptance criteria

- The user should be able to see their current balance
- If a user clicks on one of the buttons under “add funds”, their balance should automatically be updated with the value

## Story – Profile

As a user,

I'm able to view and customize my profile,

So that I can personalize my gaming experience.

## Wireframe

Profile picture

Username  
Description

Owned games:

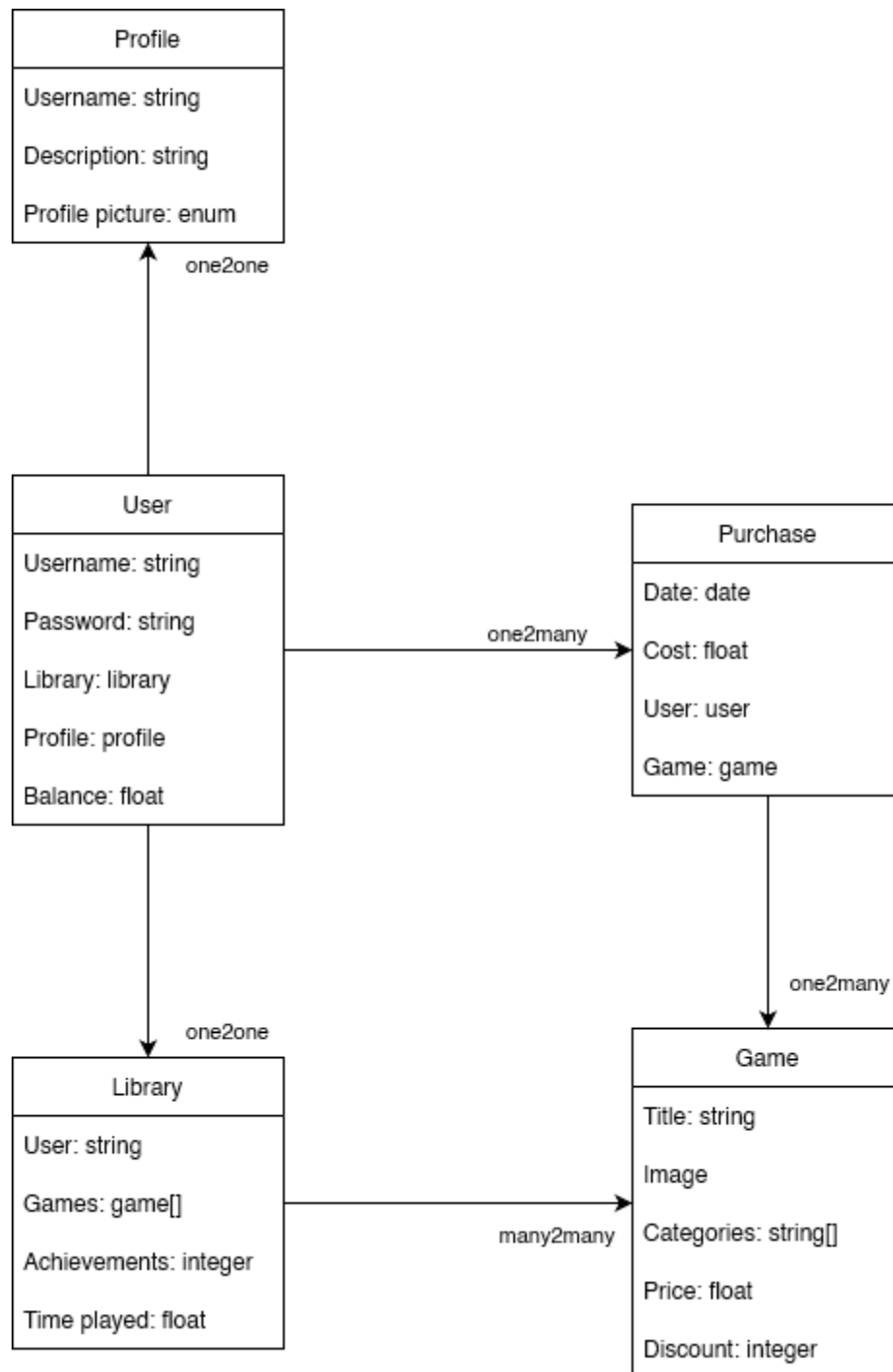
Title  
Title  
Title  
Title

## Acceptance criteria

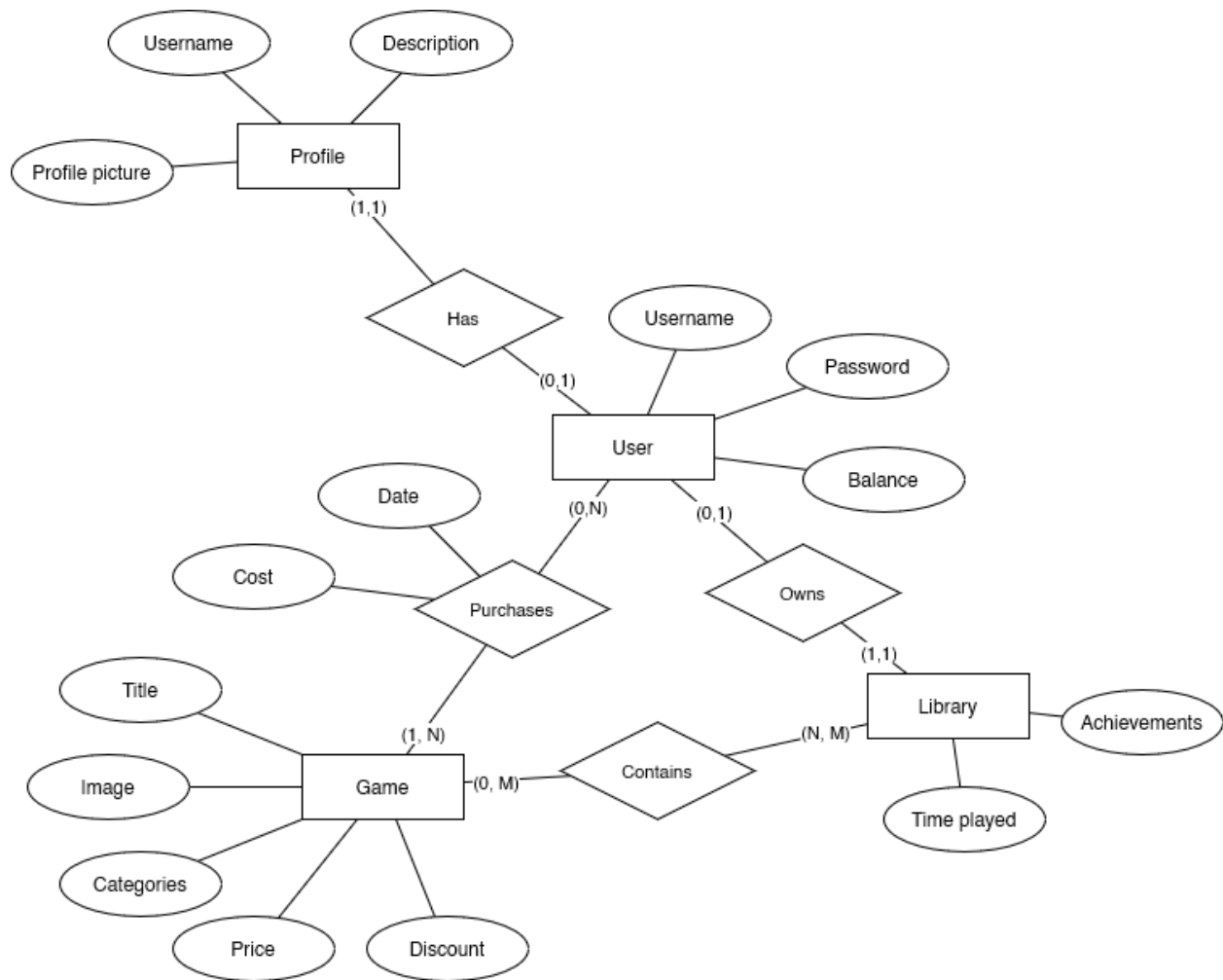
- When the user opens their profile, they can see their profile picture, username, description, and a list of all the games they own
- The user should be able to change their profile picture, username and description



## Domain model



## Conceptual model



# Logical model

