

# Team 2-16 Project Analysis

## Project Description:

### **Black Bazaar**

Description: the Black Bazaar is the ideal game browsing and purchasing platform for hardcore gamers. In here, users will be able to browse their beloved games (including a filter option to search a desired game), and check out various features like a description for each game, type of game, and average rating given by other users. All games can be purchased - no wallet mechanic in the website, only direct purchase through secure vendor. Users can also make an account and then add games to their "favorite" list, which can be accessed from their profile, along with a list of purchased games.

## User Stories:

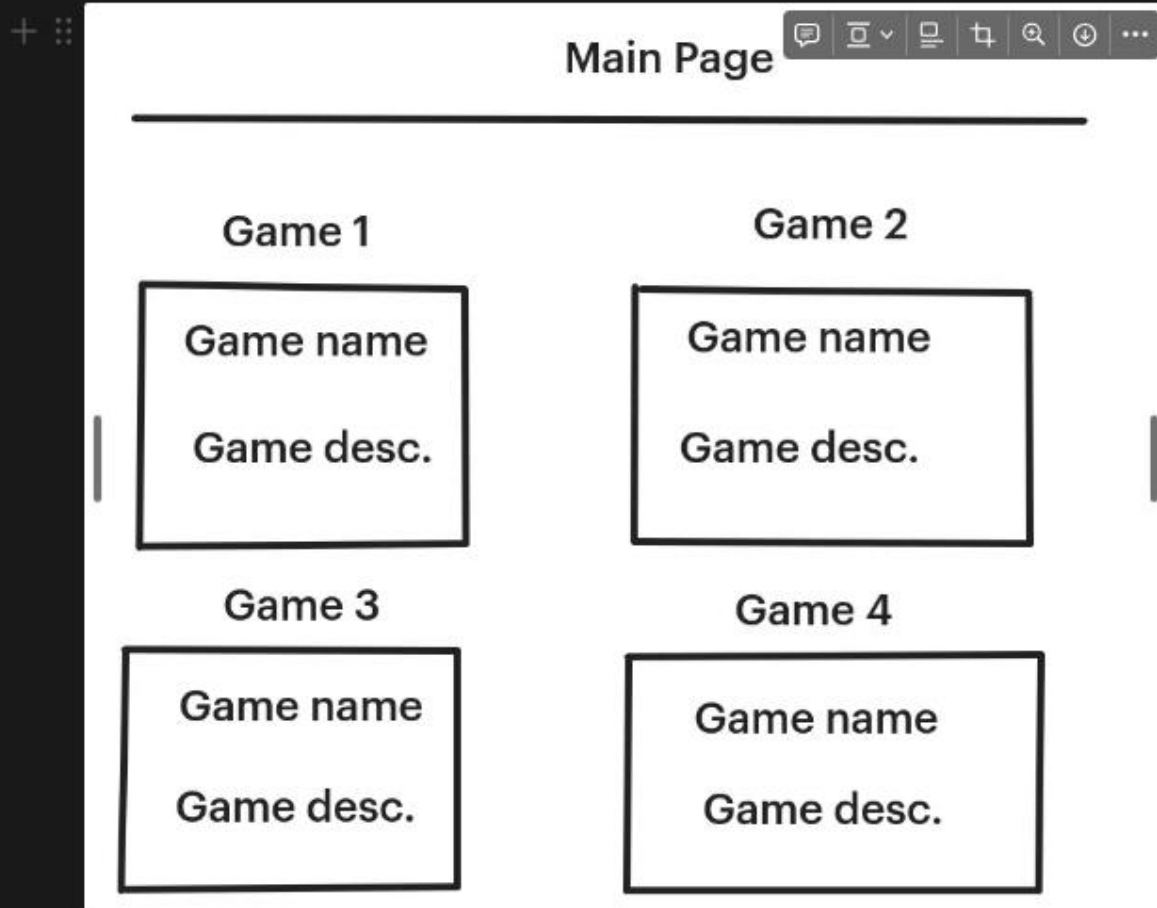
# USER STORY 1: SEE ALL GAMES IN PAGE

As a user,

I'm able to see all games on the main page

So I can view what games are available on the website.

## WIREFRAME:



## ACCEPTANCE CRITERIA:

- When accessing main page, user should see a list of all games on the website.
- Each game should have at least name and description.
- Games should align themselves and be positioned neatly (flex)

# USER STORY 2: FILTER GAMES BASED ON QUERY

As a user,

I want to filter all website games by query  
so I can find specific games efficiently.

*|Write something, or press 'space' for AI, ' / ' for commands...*

## WIREFRAME:

### Main Page

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Game 1

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Game 1

Game name

Game desc.

(only game 1  
is shown)

## ACCEPTANCE CRITERIA:

- There should be a search bar item at the top of the main page.
- This should be an input field that sends an async request every time an input is given (typing)
- Game names and therefore widgets should be filtered according to search query

# USER STORY 3: OPEN GAME PAGE

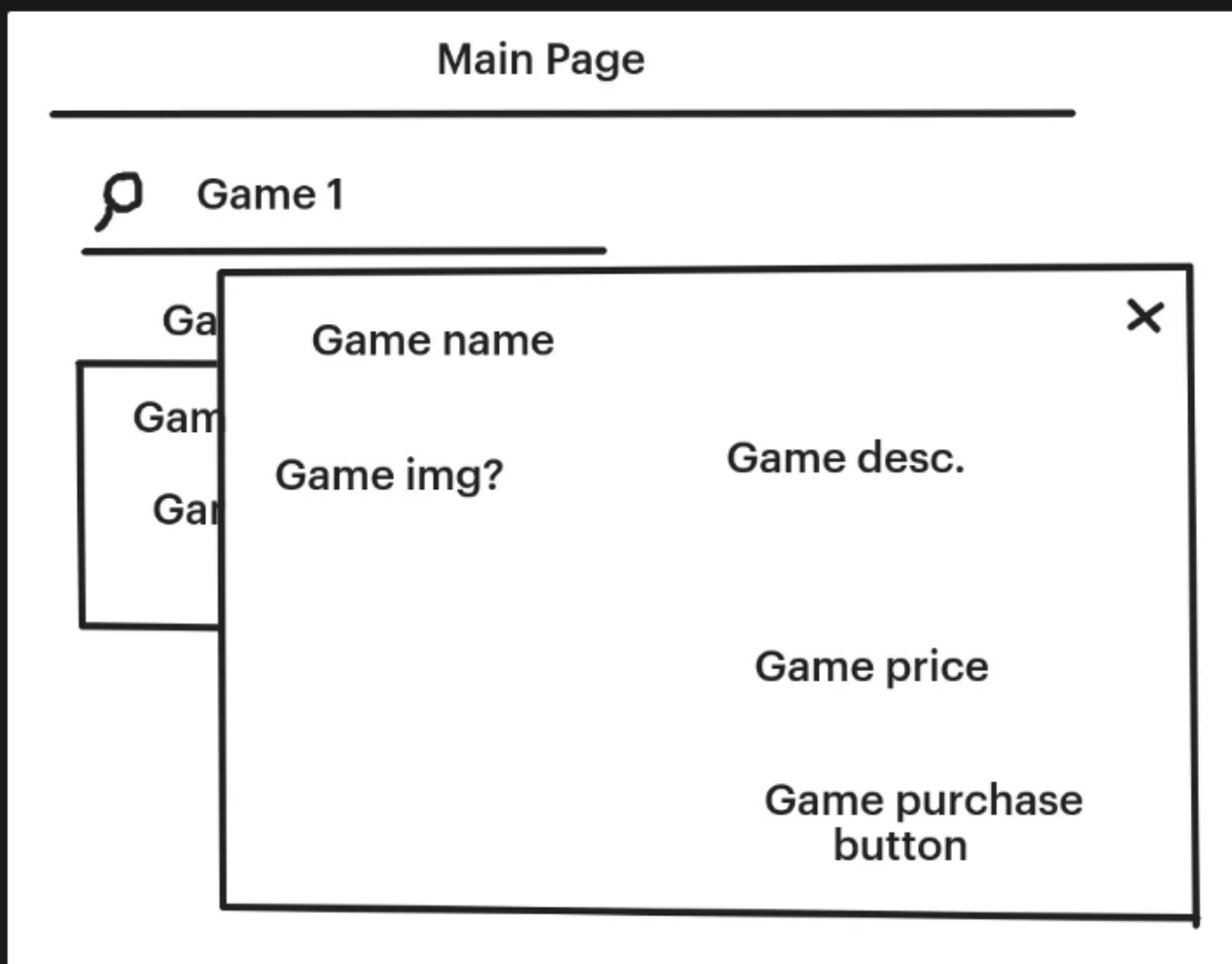
As a user,

I want to open the page of a game

So I can see more information about it.

+ ::

## WIREFRAME:



## ACCEPTANCE CRITERIA:

- On clicking a game from the main page, a pop up (or not pop up, still to be discussed with lecturer) of the game opens up.
- This pop up contains more information about it, like a cover/image, a price, and a purchase button
- There should be a way (little cross on either corner or some other way) to close the pop up and return to the games list.

# USER STORY 4: LOGIN/REGISTER

As a user,

I want to be able to register or log into my account,

So I can keep track of my games and purchase them.

## WIREFRAME:

- For registering:

Register/Log in

Register

Log in

Username

Email

phone number

password

dd / mm / yy

Register

- For logging in:

Register/Log in

Register

Log in

Username/email

Password

Log in

## ACCEPTANCE CRITERIA

- When pressing on a Register/Log in button from the main page, the user is taken to this page
- User can choose to either register or log in, by clicking on either "register" or "log in"
- When registering, user must provide a username, email, phone number, password and birth date; when logging in, they're only ask for either username or email and password
- On clicking Register or log in, users are either added to the system if they're not registered yet, or they're logged in if the credentials are correct.
- Incorrect fields are checked, like making sure email is a string, no empty fields, etc.

# USER STORY 5: ADD GAME TO FAVORITES

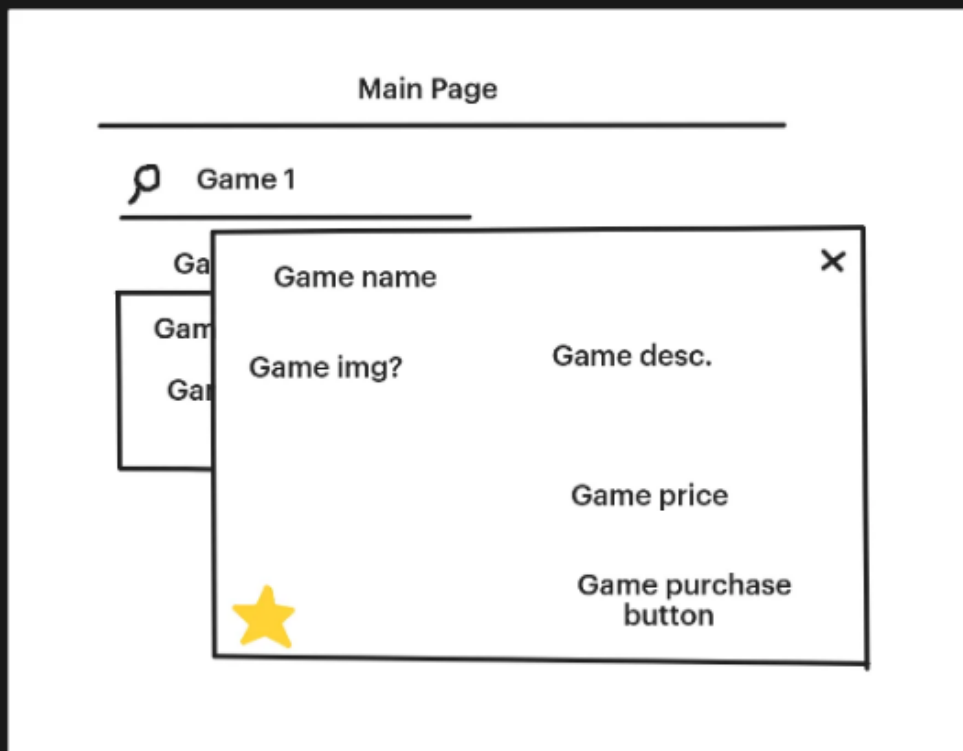


Embed anything (PDFs, Google Docs, Google Maps, Spotify...)

As a user,

- + I want to add a game to my favorites,  
so I can have them all in one list and access them better.

## + WIREFRAME:



## ACCEPTANCE CRITERIA:

- When viewing the game page for a game, there should be some sort of button to favorite a game. Clicking this button sends a PUT/POST request to add the game to the user's favorite game list
- Game should be visible from the user's favorite list on their profile
- When accessing the game at a later date, the button should stay "pressed" to indicate the user has already favorited this game

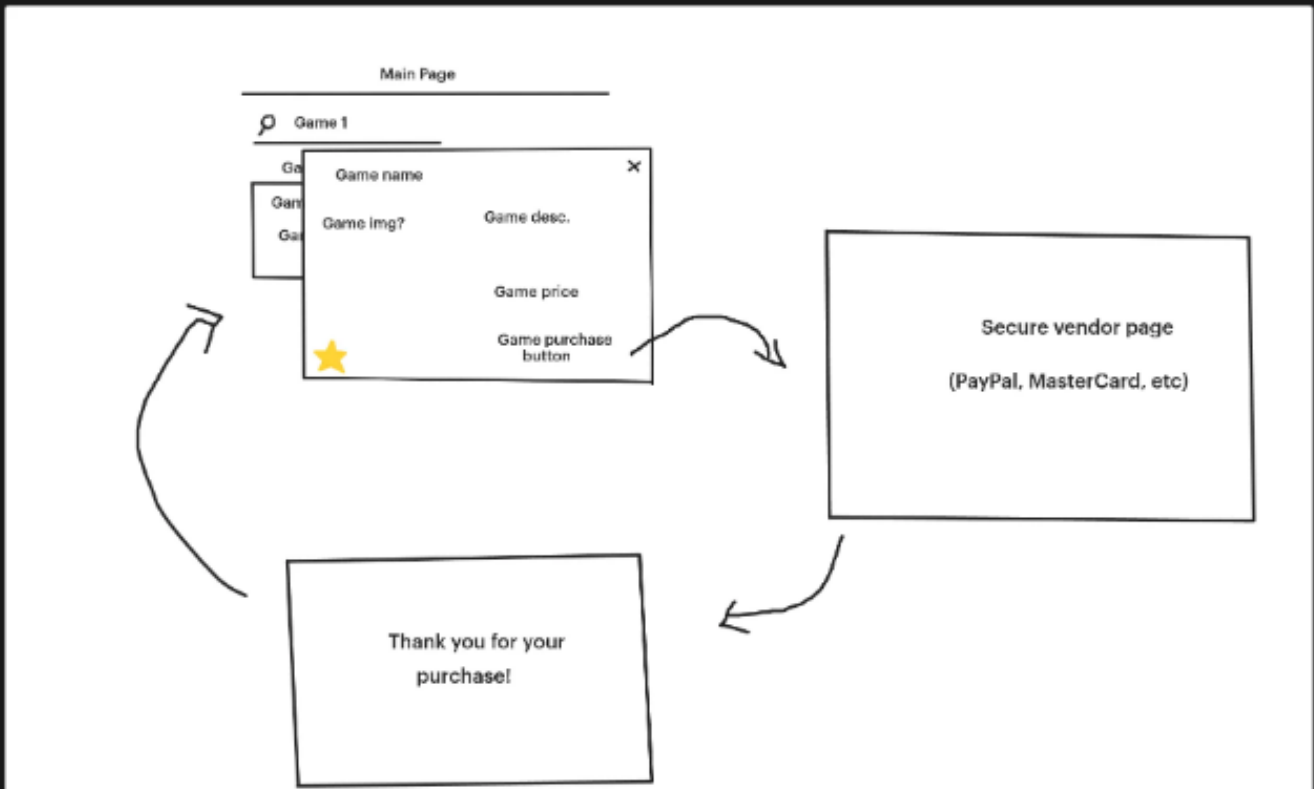
# USER STORY 6: PURCHASE GAME

As a user,

I want to purchase a game

So I can add it to my library and play it.

## WIREFRAME:



## ACCEPTANCE CRITERIA:

- When clicking on the "purchase" button on a game page, the user should be redirected to a secure vendor page (paypal, mastercard, etc). For the sake of this project we'll probably just use a dummy page
- The user is then thanked for their purchase and brought back to the game website, where the game now appears as purchased.
- The game now appears in the user's "purchased games" list on their profile

# USER STORY 7: SEE PROFILE PAGE

+ ::

+ :: As a user who has logged in,

I want to see my profile page,

so I can view my favorites and purchased games lists, and access settings and personal information.

## WIREFRAME:

Profile Page

Username


Email

Phone number

Password

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(Change password button)



(Settings button)

Favorites

Purchased games

Game 1

Game 2

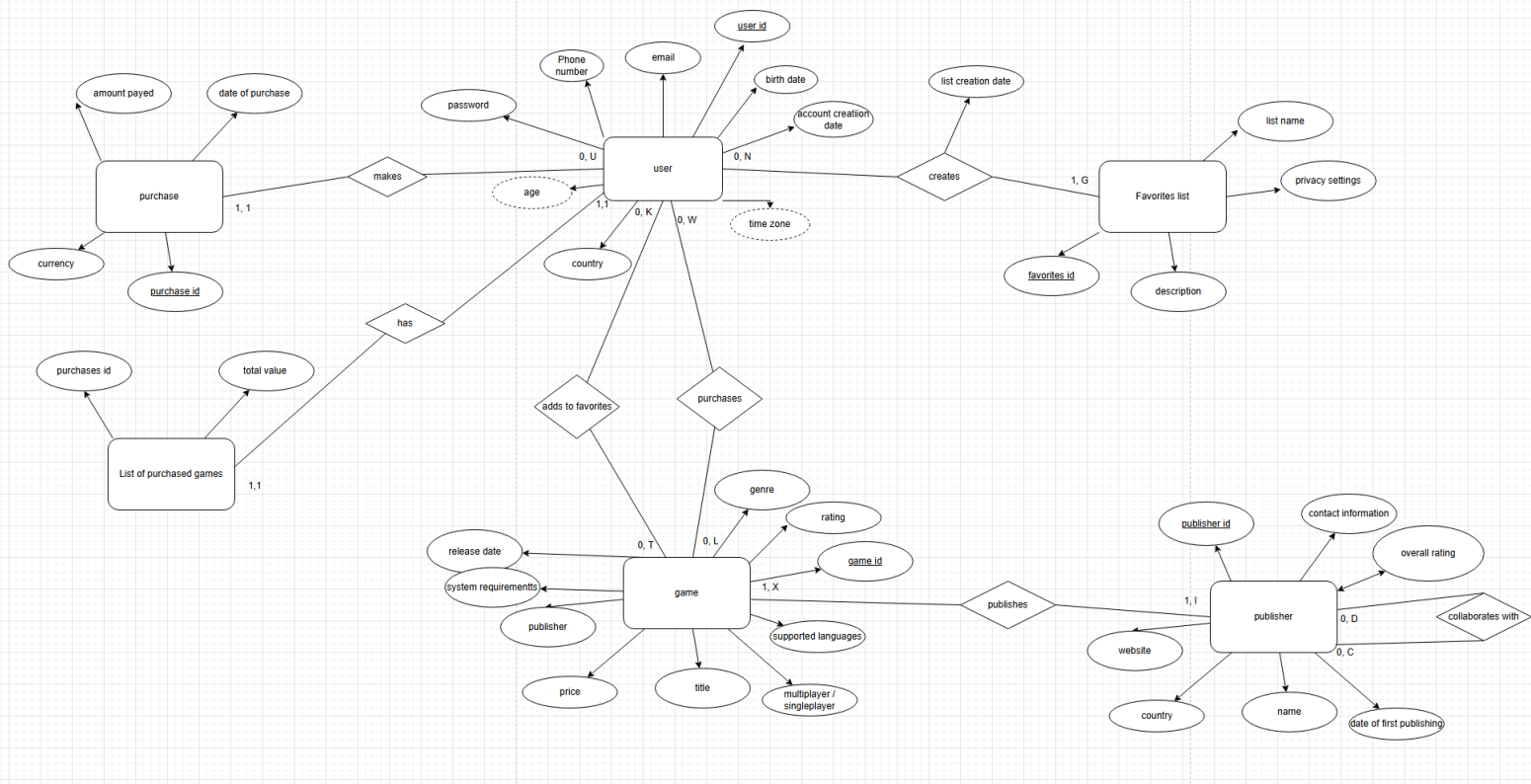
Game 3

## ACCEPTANCE CRITERIA:

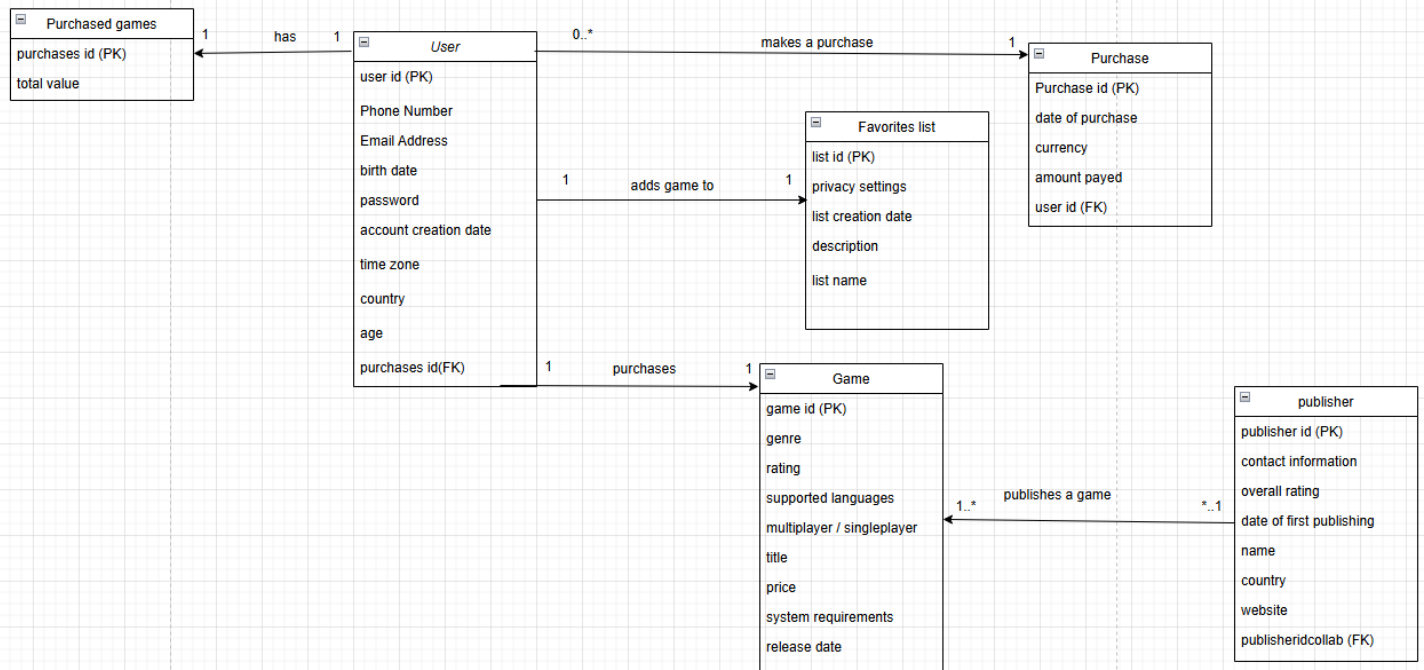
- On pressing the profile button on the main page, user is redirected to the profile page IF THEY ARE LOGGED IN. If they're not, then there is a "Log in" button instead of a profile button
- All user info is displayed in profile page
- There is a list of favorite games and purchased games for the user
- There is a settings button (probably just a placeholder for the sake of this project, might change in the future)



# Conceptual Model



# Domain Model



# Logical Model

