

## Title: PlayPal

**PlayPal** is een sociaal platform dat gamers verbindt door hen de mogelijkheid te geven een game te selecteren die ze willen spelen, waarna ze direct een overzicht krijgen van andere gamers die hetzelfde spel willen spelen. Spelers kunnen eenvoudig groepen vinden en zich aansluiten bij anderen, waardoor iedereen de kans krijgt om samen te spelen, nieuwe mensen te ontmoeten en hun game-ervaring te verrijken met gelijkgestemde spelers.

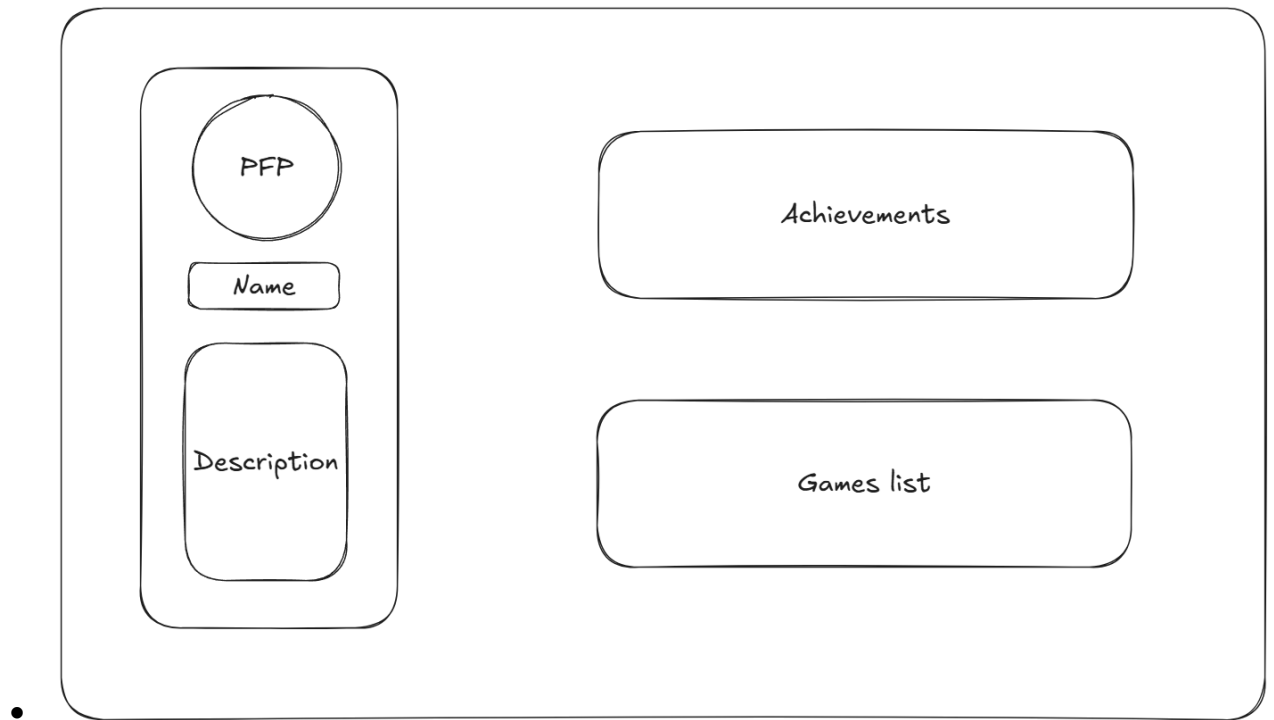
## User Stories

### Profile Creation

As a user,  
I want to create a profile by adding a username, bio, profile picture (PFP), and the games I have played,  
so that other users can learn more about me and my gaming preferences.

Acceptance Criteria:

- A user can input and save a unique username.
- A user can input and save a bio (with a character limit of X characters).
- A user can upload a profile picture (PFP) that supports common image formats (e.g., JPG, PNG).
- A user can add a list of games they have played from a pre-defined list of games.



### New User Registration

As a new user,

I want to create an account by providing my email, password, and role, so that I can start using PlayPal to find other gamers.

Acceptance Criteria:

- A new user can input a valid email address (with format validation).
- A new user can create a password (with security requirements like a minimum length, special characters, etc.).
- A new user can select their role (e.g., player, admin) from a dropdown or list.
- The system confirms the creation of an account if all fields are correctly filled.
- A confirmation email is sent to the user's provided email address.
- Error messages are displayed for invalid email, weak passwords, or missing information.

A hand-drawn diagram of a user registration form. The form is a rounded rectangle containing four input fields: "Email", "Password", "Role" (with a dropdown arrow), and a "Register" button. Below the button is the text "Error message" in red.

### Returning User Login

As a returning user,  
I want to log in with my email and password,  
so that I can access my PlayPal profile and continue using the platform.

Acceptance criteria:

- A returning user can enter their email and password.
- If login credentials are correct, the user is granted access to their PlayPal profile.
- If login credentials are incorrect, an appropriate error message is shown.
- A "Forgot Password" link is available to reset the password if needed.
- The user is automatically logged out after a period of inactivity (session expiration).

Hand-drawn sketch of a login form. The form is centered on a page and contains the following elements:

- Email input field
- Password input field
- Login button
- Error message (displayed in red text)

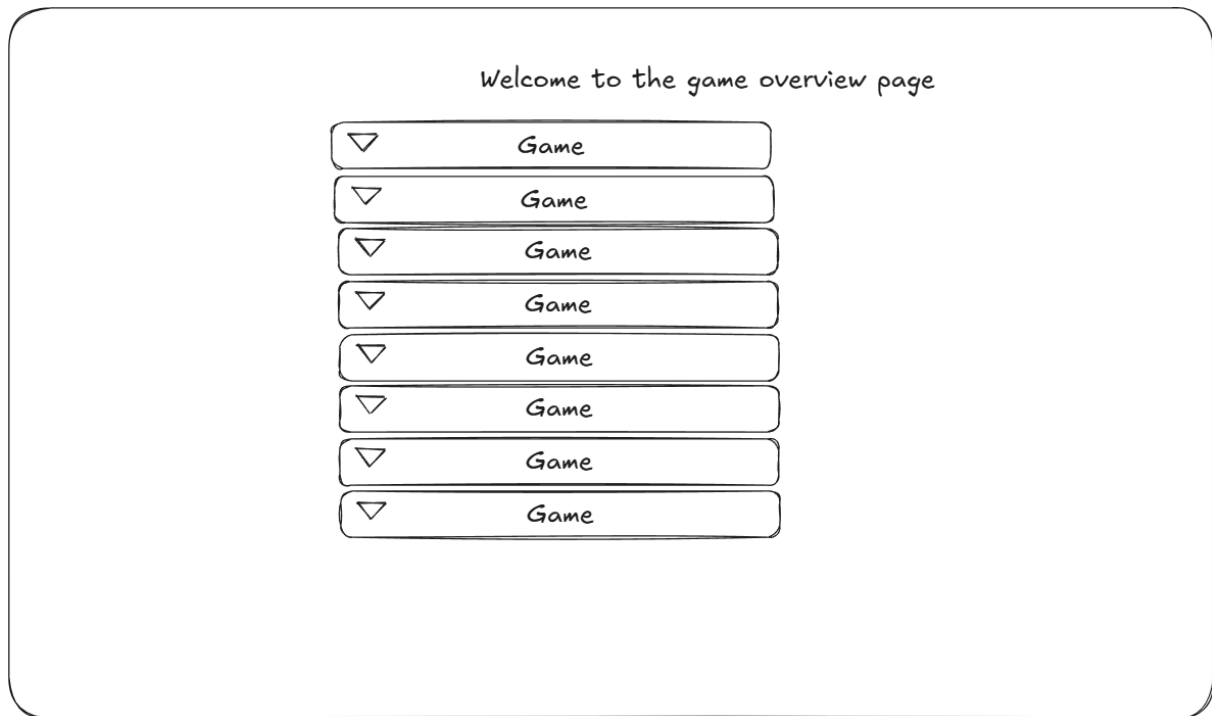
## Game List

As a user

I want to see a list of games  
so that I can select one and make

Acceptance criteria

- A list of available games is displayed on a user's dashboard or a dedicated page.
- Each game is displayed as a clickable item (e.g., card, row).



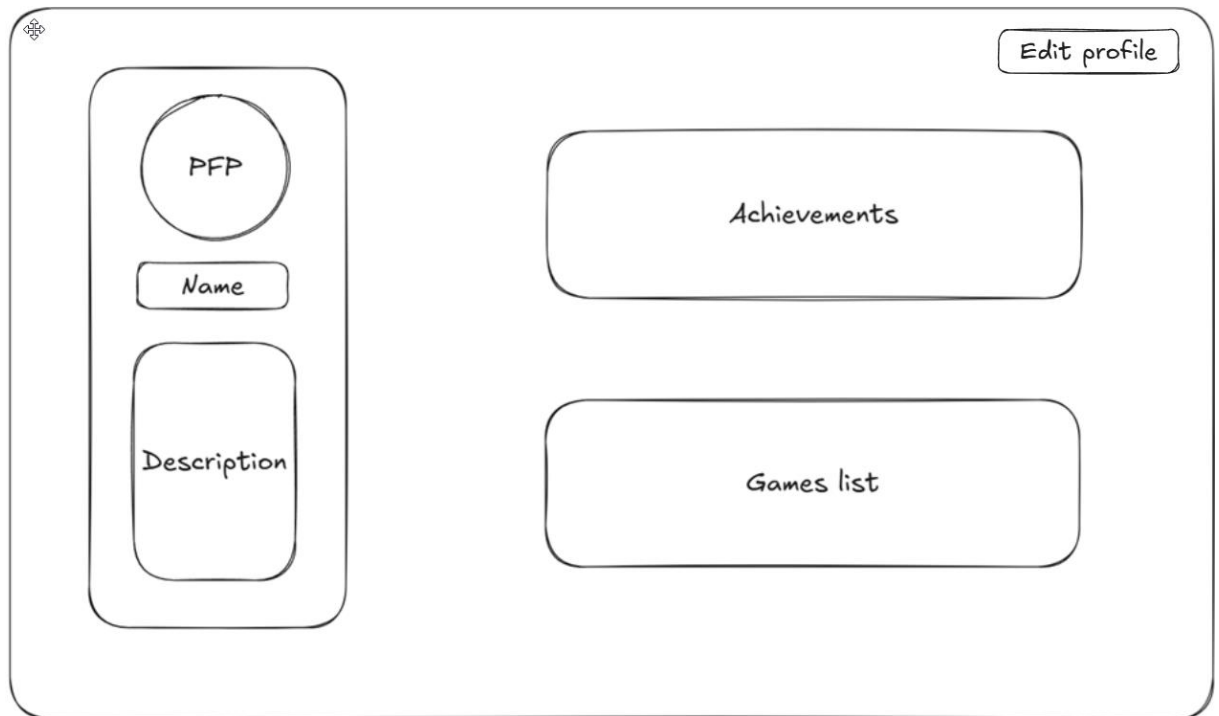
## Profile Editing

As a user,

I want to edit my profile information (username, bio, and profile picture),  
so that I can keep my information up to date.

Acceptance criteria

- A user can access an "Edit Profile" section from their dashboard or profile page.
- The user can change their username, bio, and profile picture.
- Changes are saved only when valid (e.g., username is unique, profile picture is an acceptable format).
- A success message is shown after successfully updating the profile.
- The updated profile information is immediately reflected on the user's profile page.
- A user can cancel changes without saving, returning to their profile view.



## Game Activities

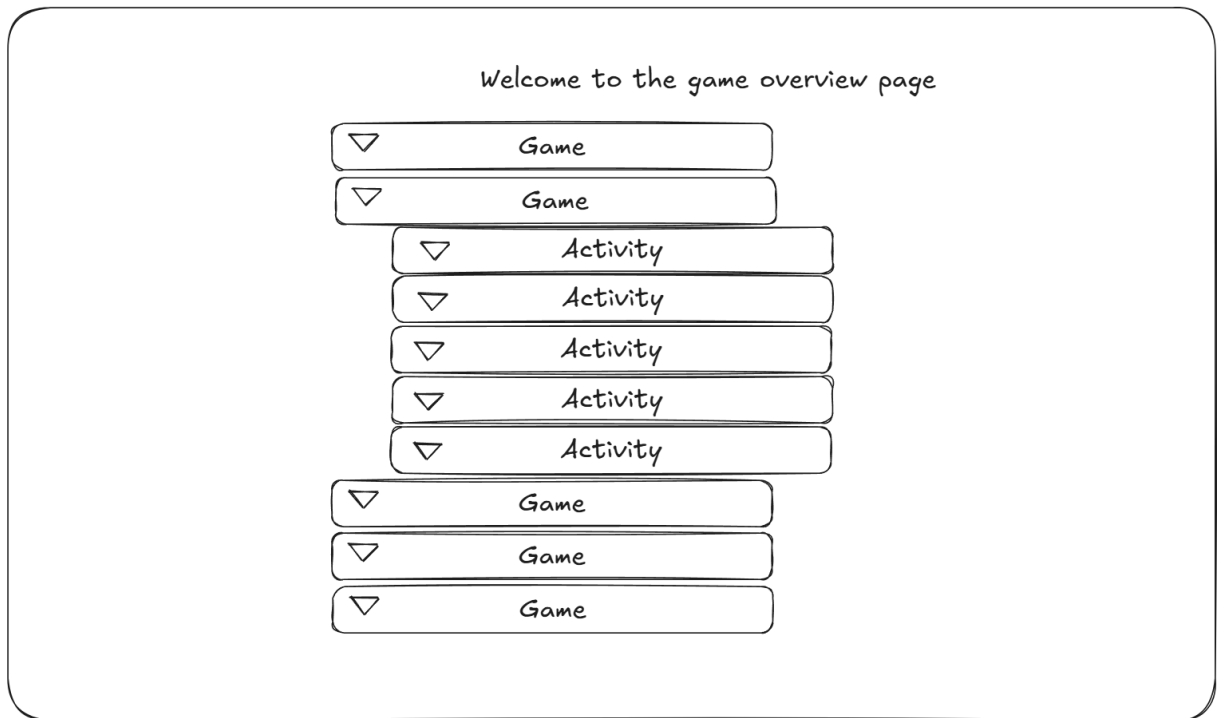
As a User

when clicking on a game, a collapsible list of all the activities should appear underneath it.

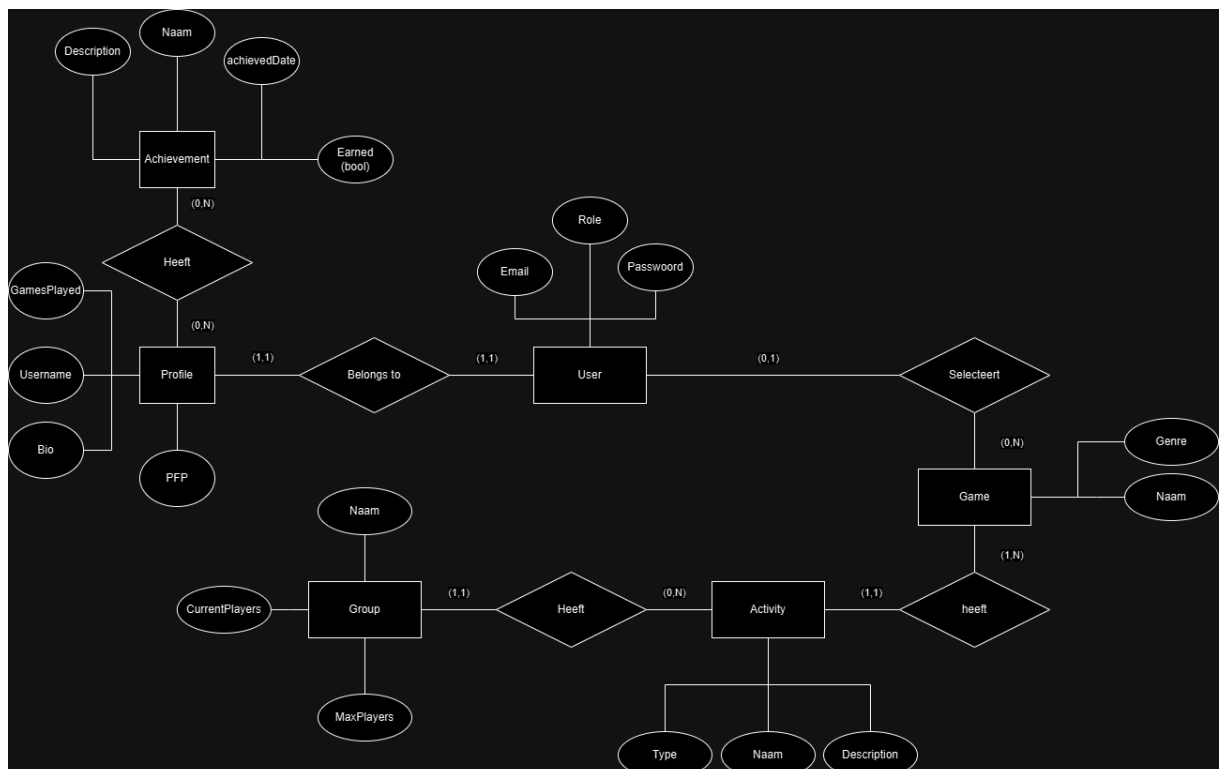
so that I can see all the activities for that game

### Acceptance Criteria

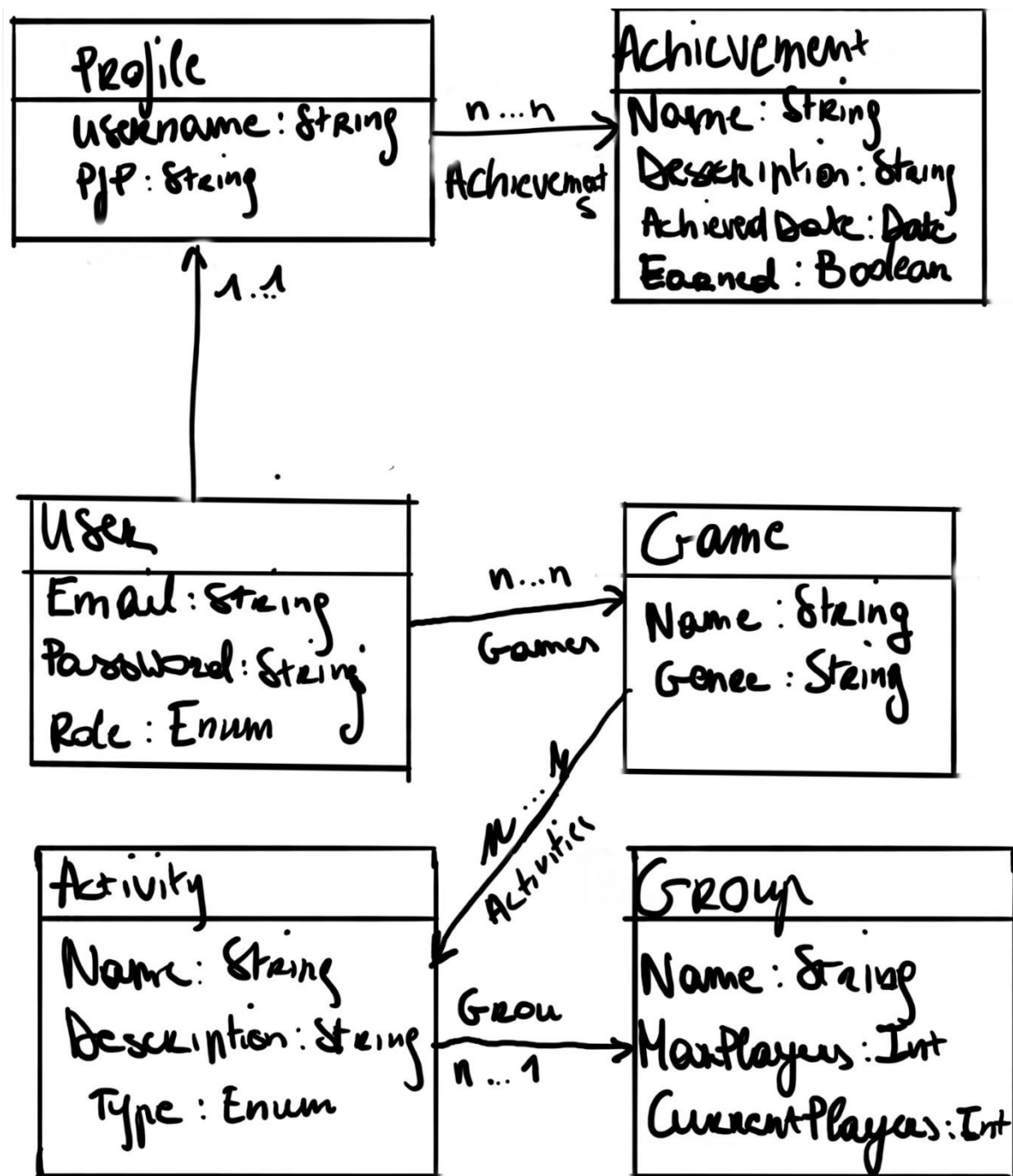
- When a user clicks on a game from the list, the list of activities for that game should expand/collapse below it.
- Activities are displayed in a collapsible format and can be expanded or collapsed individually.
- If a game has no activities, a message indicating "No activities available" is shown.
- The activities list updates dynamically if new activities are added by an admin.
- The UI should allow for smooth transition between expanded and collapsed states (animations or indicators like arrows/plus signs).



## Conceptual model



## Domain model



## Logical Model