# **CSIS 3126 Design Project**

# **Project Proposal**

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14 January 2025

**Project Title:** GamerVerse

**Problem Diagnosis:**

As far as social media platforms go, gamers currently use X and Discord to connect with fellow gamers alike. The problem is that gamers don’t have a place to connect that primarily caters to them. This can make it difficult for gamers to maintain a unified identity across platforms due to the unique format and rules that each platform implements. Additionally, content unique to gamers can become disorganized on other platforms because the feed is flooded with diverse topics, this is why I believe gamers and those involved in the gaming industry should have a dedicated platform.

**Scope:**

GamerVerse will be a web-based social media platform that caters specifically to gamers, Esports players, content creators, and industry professionals. The platform will allow users to register, create a profile, share content, and interact with other users in real-time. It will be available across desktop and mobile browsers.

Target Users:

* Gamers
* Esports Players & Teams
* Content Creators
* Gaming Event Organizers
* Game Publishers
* Game Studios
* Game Developers

**Functional Requirements:**

1. User Registrations:

* Users must be able to create an account with a unique username and a valid email.
* Users must be able to log in with their credentials

1. Profile Management:

* Users will be to manage their profiles, including updating their info & avatar
* Users will have the ability to link their platform accounts (Xbox, PSN, Steam)

1. Content Interaction:

* Users much be able to post text and image content
* Users can engage by liking, commenting and sharing posts

1. Real-Time Chatting

* Users can send and receive messages instantly via chat
* Users can send direct message threads to other users

1. Cross-Platform Integration

* Users can link their accounts from PSN, Xbox, and Steam for easy connection and interaction with others on their platform of choice

**Non-Functional Requirements:**

1. Performance

* The platform will be optimized for both desktop and mobile browsers, allowing for a responsive user experience

1. Usability

* The UI should be user-friendly, ensuring easy navigation for both new and current users

1. Security

* User authentication must be secure and reliable, with protections that prevent unauthorized access
* Data encryption for user information and chats shall be implemented

1. Non-Supported Features

* Video chatting will not be supported
* Customizable themes, fonts, and layouts will not be implemented
* Offline access to the application will not be supported
* AI-powered features will not be integrated

**Tech Stack:**

Frontend:

* HTML5 – Used for structuring the content on the platform
* CSS3 – For styling the interface
* Bootstrap – a CSS framework for responsive designs and layouts to ensure the platform is optimized on both desktop and mobile browsers
* JavaScript – For interactive elements and handling client side functionality
* Socket.IO – a JavaScript library that will help enable real-time messaging and chat function between users

Backend:

* Python/Django – Users for server-side logic, user authentication, and API integration with external services

Database:

* MySQL – database management for storing user data (profiles, usernames, emails), posts (text and images), comments, and chat messages

Other Tools:

* JSON – Used for storing and transmitting data between frontend and backend, including user info, posts, and comments.