# **CSIS 3126 Design Project**

# **Project Proposal**

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Project Title: GVSocial (GameVerse Social)

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 should have a dedicated platform. This project will be of interest and will benefit those who identify as gamers, gaming publishers and gaming studios.

Scope: This platform will allow users to register, create a profile, share content, and interact with other users in real-time. The platform will be a web-based application that runs on the desktop as well as mobile browsers.

Users will be able to:

* Register and Connect with other users across the platform
* The UI will be responsive and optimized for desktop & mobile browsers
* Post and interact with content by liking, sharing and commenting
* Chat with other users in real-time
* Profile management by updating their info and avatar
* Integrate their profiles with their Xbox, PSN & Steam accounts so other users can connect with them on their preferred system

This Software application will not allow or won’t support:

* Video Chatting with other users
* Post video content
* Powered by AI
* Cross-Platform messaging
* Customizable Themes/fonts/layouts
* In-app content editing
* Offline Access to the application

Frontend (HTML5, Bootstrap, JavaScript)

* Nav bar, header, footer
* Registration/Login
* User profile page
* Chat windows with real-time messaging (stretch goal)
* Content Feed

Backend: (Python or Java)

* User Authentication
* Handle Real-time chatting
* Like, comment, share functions
* API for external services? (Steam, Xbox, Playstation network)

Database (MySQL)

* Store User info (usernames, emails, profile pictures)
* Posts (storing text posts and images)
* Comments (link comments to posts and users)
* Real-time chat (store chats and link them to users and message threads)

Frameworks/ tools:

* HTML5/CSS
* Bootstrap CSS framework
* Vanilla Javascript
* JSON (storing user data, posts & comments)
* Python Django Framework
* Socket.IO javascript library (will handle real-time messaging)
* MySQL