P1: Must-Have Features (Essential for a Successful Project)

User Authentication & Management (Week 1-2, Backend)

- Design and implement database schema for user information storage (1 week)
- Implement user registration and passwordless login system (1 week)
- Develop user profile management (basic profile update) (0.5 week)

Game Data Integration (Week 2-3, Backend)

- Establish game database architecture (1 week)
- Integrate with third-party game APIs (Steam, Epic Games, etc.) (1.5 weeks)
- Extract and incorporate game metadata from wiki sources (1 week)

User Activity System (Week 3-4, Backend & API Development)

- Implement game comment and review system (1 week)
- Develop game rating functionality (0.5 week)

Frontend Development (React) (Week 1-6, Ongoing Focus)

- Implement user authentication UI (registration, login, profile) (1 week)
- Develop core game display features:
    - Game list view (1 week)
    - Game detail page with comments/reviews (1.5 weeks)
- Implement user activity UI (comments, ratings, favorites) (2 weeks)
- Refine UI/UX, add animations, interactive elements (1.5 weeks)

Infrastructure & Deployment (Week 4-5, Backend Focus)

- Set up backend services using Java Spring Boot (1 week)
- Deploy the website to a cloud platform (AWS/GCP) (0.5 week)
- Implement basic CI/CD pipeline for automated testing and deployment (0.5 week)

P2: Important but Not Critical Features (Only if Time Permits)

User Authentication Enhancements (Week 5, Backend)

- Implement a password-protected login option (0.5 week)
- Develop password recovery/reset functionality (0.5 week)

User Engagement Features (Week 5-6, Backend & Frontend)

- Enable users to bookmark/favorite games (0.5 week)

- Implement comment-like/upvote functionality (0.5 week)
- Create user activity dashboard to display:
    - Comment history
    - Favorite games (1 week)

Frontend Enhancements & UX Improvements (Week 5-6, Frontend Focus)

- Implement left-side navigation bar and top status bar (0.5 week)
- Improve UI aesthetics with interactive elements & animations (1.5 weeks)
- Optimize game list display with filters and sorting options (0.5 week)

P3: Nice-to-Have Features (If Ahead of Schedule)

Social & Community Features (Week 6, if time allows, Backend & Frontend)

- Implement friend management system (friend requests, friend list) (1 week)
- Develop real-time chat between friends (1.5 weeks)
- Allow users to view other user profiles (past comments, favorited games) (0.5 week)
- Implement user search functionality (0.5 week)

Advanced Game Display & Discovery (Week 6, if time allows, Frontend Focus)

- Categorize games by genre and tags (0.5 week)
- Display favorite count and trending games based on user engagement (1 week)
- Implement automatic ranking of games based on popularity (1 week)

Performance & Scalability Improvements (Week 6, if time allows, Backend Focus)

- Implement caching for frequently accessed game data (1 week)
- Optimize database queries for scalability (0.5 week)
- Improve mobile responsiveness (0.5 week)

Adjusted Timeline (6 Weeks, 5 Team Members, 8 Hours/Week Each)

- **Week 1-2:** Backend: Authentication & Database | Frontend: UI Framework Setup & User Authentication UI
- **Week 3-4:** Backend: Game Data Integration & User Activity API | Frontend: Game Display Features & User Activity UI
- **Week 5:** Backend: Deployment & Authentication Enhancements | Frontend: UX/UI Refinements & Navigation
- **Week 6:** Finalize P2 Features, Optimize UI, and Implement P3 Features if ahead of schedule