**Requirement Specification**

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1. **Report**

The whole report is available [here.](Report.docx)

**1. Introduction**

The blank team is a worldwide known developer team that is capable to achieve the highest heights, due to its strong connection between the members and the extensive experience in the programming work field. The team contains 5 trustworthy, young developers, who are eagerly helping out each other and solve problems together. The team was formed in 2010 with only 3 members but has outgrown itself quite soon, thanks to the successfully created projects.

The current project is an online webshop, in which people can purchase video games, are able to log in to save some of their information, and leave reviews about the products, and even about the website.

members:

* Barkóczi Martin
* Dombi Tibor
* Farkas Balázs
* Szegedi József
* Tóth Noémi

**2.Current State**

GamerZ, the company that has hired our team, is a world wide known shop that sells video games to all available platforms in the world. The company also sells other hardwer items, such as consoles, controllers, headsets, and even PC parts. Still, GamerZ does not have a website yet, due to previous market issues, altough it would definetly help the company to achive more income.

**3****. Target Goal (Scope)**

Our goal is to satisfy the client’s needs, meaning that we would like to develop a webshop, in which customers can buy video games. Altough the website should have man other possibilites as well, such as register and login, support contact, and interactive feedbacks. The pages are going to be the following:

* **home page**: The home page is the default page of the website, this is the first page people will see. Here customers can see the newest products that came out and can interract with them. Also, the best reviewed games will be displayed ont he home page as well. Ont he bottom of the page, the reviews about the webshop will be shown.
* **Products page**: ont he products page, all of the products will be available, which are in the video game database. One page should contain at least 20 games, and users have to be able to switch pages. somewhere on the page should be a filter, which the user can use to make their searches easier. This filter should contain at least the platform, the title of the game, and the price. The actual search should happen ont he press of a button.
* **Product page:** this page should contain individual video games. The page can be reached by clicking on one of the products on the products page. Here the cover of the game should be displayed, with some basic pieces of information, such as title, platform, publisher, price, and description. Here customers can put a product to thei shopping cart.
* **Register:** On this page, users will be able to register. Although registering to the website is nto compulsory, it has its own benefits, such as keeping the products in the shopping cart upon closing the website. The users have to give their username, fullname, password, email, birth date, and age.
* **Log in:** On this page, registered users will be able to log in, using their username and password. there should be a possibility to change the password, altough it should require some sort of verification.
* **Profile:** Here users can see their personal information. They can set a profile picture that can distingush themself from other users, which is usefull mostly in the comment section.

**4. Standards, laws**

General Standards

Application must meet the following general standards:

1. Must be easy and intuitive to use for the target audience.
2. Must function in a logical manner for the target audience.
3. Must use the industry best practices.
4. Must use styles that are consistent throughout the application and within the associated Web site, including:
   1. Error messages must appear in a consistent location and style and must provide sufficient information.
   2. Form controls that are not available must be hidden.

Development Technology, Programming Language, and Web Server Software

Web application requires the use of the following (or higher) technologies:

* PHP 7.2
* Apache 2.4.0
* MySQL 8.0
  + MariaDB 10.1.38

Recommended IDE:

* Visual Studio Code 1.40.0

Minimum Browser Standards

Web application must function and display properly in the following browser versions:

* Mozilla Firefox
* Apple Safari
* Google Chrome
* Microsoft Edge
* Opera

The application require the Web browser to support Javascript and to accept session-based cookies

Cookies

Privacy laws around the world, including the EU Cookies Directive, demand that we inform users about what kind of cookies our website is using, directly or through third-parties.

Cookies Policy of BestWebshop.com

This website, BestWebshop.com (the "Website"), is operated by Blank Team

### **What are cookies?**

Cookies are a small text files that are stored in your web browser that allows Blank Team or a third party to recognize you. Cookies can be used to collect, store and share bits of information about your activities across websites, including on BestWebshop.com website.

Cookies might be used for the following purposes:

* To enable certain functions
* To provide analytics
* To store your preferences
* To enable ad delivery and behavioral advertising

BestWebshop.com uses both session cookies and persistent cookies.

A session cookie is used to identify a particular visit to our Website. These cookies expire after a short time, or when you close your web browser after using our Website. We use these cookies to identify you during a single browsing session, such as when you log into our Website.

A persistent cookie will remain on your devices for a set period of time specified in the cookie. We use these cookies where we need to identify you over a longer period of time. For example, we would use a persistent cookie if you asked that we keep you signed in.

### **How do third parties use cookies on the BestWebshop Website?**

Third party companies like analytics companies and ad networks generally use cookies to collect user information on an anonymous basis. They may use that information to build a profile of your activities on the BestWebshop Website and other websites that you've visited.

### **What are your cookies options?**

If you don't like the idea of cookies or certain types of cookies, you can change your browser's settings to delete cookies that have already been set and to not accept new cookies. To learn more about how to do this, visit the help pages of your browser.

Please note, however, that if you delete cookies or do not accept them, you might not be able to use all of the features we offer, you may not be able to store your preferences, and some of our pages might not display properly.

### **Where can I find more information about cookies?**

You can learn more about cookies by visiting the following third party websites:

* [About.com Browser Guide](http://browsers.about.com/od/faq/tp/delete-cookies.htm)
* [All About Cookies.org](http://allaboutcookies.org/)
* [Network Advertising Initiative](https://www.networkadvertising.org/)

**5. Current business model**

At the moment the customer has a working website, which provides every necessary information about the championship, Although playing is not yet possible. Our current project aims to extend the functionalities of the current website by providing a playable game in the browser.

**6. Requested business model**

**Pre-conditions**

* Both parties need internet connection to register, login and play matches.
* A server is required for the application to function properly.
* gettign sponsors is a crucial point in the game development.

**7. Request list**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Modul** | **Id** | **Name** | **v** | **Description** |
| Database | D1 | Database planning | 0.1 | Database, tables, relations |
| Authorization | A1 | Log in | 0.1 | Log the user in |
| Authorization | A2 | Register | 0.1 | Register new user |
| Game | G1 | Generate word | 0.1 | Get random word from database |
| Game | G2 | User interface | 0.1 | Design GUI |
| Game | G3 | Game Mechanics | 0.1 | Implement mechanics |
| Championship | C1 | Championship | 0.1 | Championship implementation,1v1 mechanics |
| Site | S1 | Sponsor Page | 0.1 | Site about Sponsors, About, Social Media? |
| Site | S2 | About Page | 0.1 | Description of the game, how to play, etc |
| Game | G4 | Game Page | 0.1 | Interface of the actual game |
| Statistics | St1 | Statistics Handle | 0.1 | Store data about login, matches played, etc |