» EpiCT Games

Requirement Analysis



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Lab Class P4



>> Introduction «

Contextualization: EpiCT Games store is an online web store where everyone can buy games in digital or physical format.

In addition, our platform also offers the option to organize gaming events.

Motivation: Due to the lack of user friendly interfaces in small online game stores, we decided to create a store that makes the action of buying games easier. Besides that, gaming is a raising industry therefore it awakened our interest.



Goals

- → Offer a large variety of games to all the ages.
- → Track user's game collection.
- → Promote gaming events for the community.



Benefits

- → Inexpensive way to buy games without leaving your home.
- → Can be accessed online through any device via web browser.

» Personas



- Name: João Silva
- **>>** Age: 17
- **>>** Family: Son
- >> Job: Student
- Background: Spends his free time gaming
- Motivation and goals
 - → Get a new game to play

» Personas



- Name: António Silva
- **>>** Age: 50
- Family: Divorced, father of one son
- **>>** Job: Electrician
- Background: Likes to fix home appliances
- Motivation and goals
 - → Make his son happy
 - → Control the type of games his son plays

» Personas



- Company Name: DreamHack
- **>>** Founded: 1994
- Family: 200 employees
- Type of employees: IT, Marketing, etc
- **>>>** Background: Creates games festivals
- **>>** Motivation and goals
 - → Organize a gaming event
 - → Make sure everyone has a copy of the game

» Usage Scenarios «







→ Teen

Regular young gamer that wants to buy a new game with the expectable low effort.

→ Father

Father choosing and buying a game to offer it to his child that is aged appropriate.

→ Company

Company that wants to promote a LAN party by making an advertise in the website.

Tasks Elicitation

Search for games

You can search for games by price range, genre, age restriction, release dates, etc

Find promotions

Find the best deals in the promotions area

Buy games

Buy games and choosing not only from various payment methods, but also from various formats

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Create events

Organize events to meet new people and game together

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Requirements

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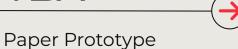
→ Non-functional	→ Functional
>>> Intuitive and responsive interface	>>> Buy/search games
>>> Design and system maintenance	>>> Promote events



Next Steps



Prototype TBA



Test

Give a task to a random user similar to a persona and get his feedback for each step

