



Project Proposal

CSE 311L.3 (RiH)

Group (G)

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Online PlayStation Network (PSN)

Database Store

In this project, we will be making an online [PlayStation Network \(PSN\) Database Store](#) where users can sign up for an account and purchase games under their account.

The users will get to choose from a collection of games available in the [PSN Store](#) which can be purchased individually or together. The games can be free, paid or subscription based.

Technologies:

- Back-end Language: PHP
- Front-end Language: HTML & CSS
- Database: SQL
- GitHub: <https://github.com/arafatanam/CSE311.Sec.3-Fall22-RIH-I->

Table	Attributes
Admin	<ul style="list-style-type: none">○ Username○ Password
User	<ul style="list-style-type: none">○ PSN_ID○ Password○ PhoneNo.○ DateOfBirth○ Address○ Purchases
Games	<ul style="list-style-type: none">○ Name○ GameID○ Genre○ Price○ StockCount○ Rating○ Review
Delivery	<ul style="list-style-type: none">○ ID○ Name○ DeliveryCost

Features:

- Admin: Admin will have a username and password for login. The admin can view and edit the user details in the PSN store.
- User: Users need to register for an account by signing up. Next onwards, they can just sign in into their account using their PSN ID and password. The users can purchase games from the store and have a record of their purchased games.
- Games: Games will be available to every user. They can be purchased depending on their availability and their data can be stored into user's accounts.
- Delivery: Delivery will have the details of the delivery riders, including their name and the delivery cost they will charge per kilometers.

