

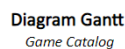
Romain SAMSON
Arthur GATIGNOL

Use case and Gantt Diagram Game Catalog

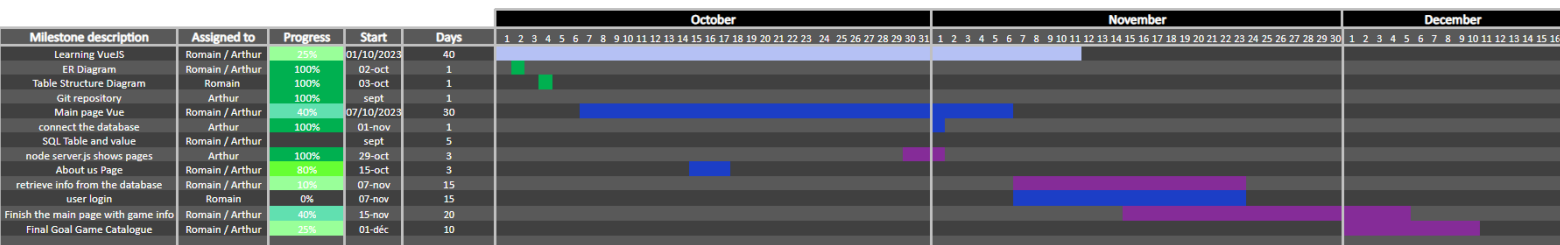
Project Description :

Game Catalog is a web project designed for video game enthusiasts looking to discover new games based on their preferences. The primary goal of this project is to create an interactive and user-friendly website that displays a list of video games, allowing users to scroll through the games based on their characteristics such as price, category, rating, and more.

Diagram Gantt Assigned to Romain and Arthur



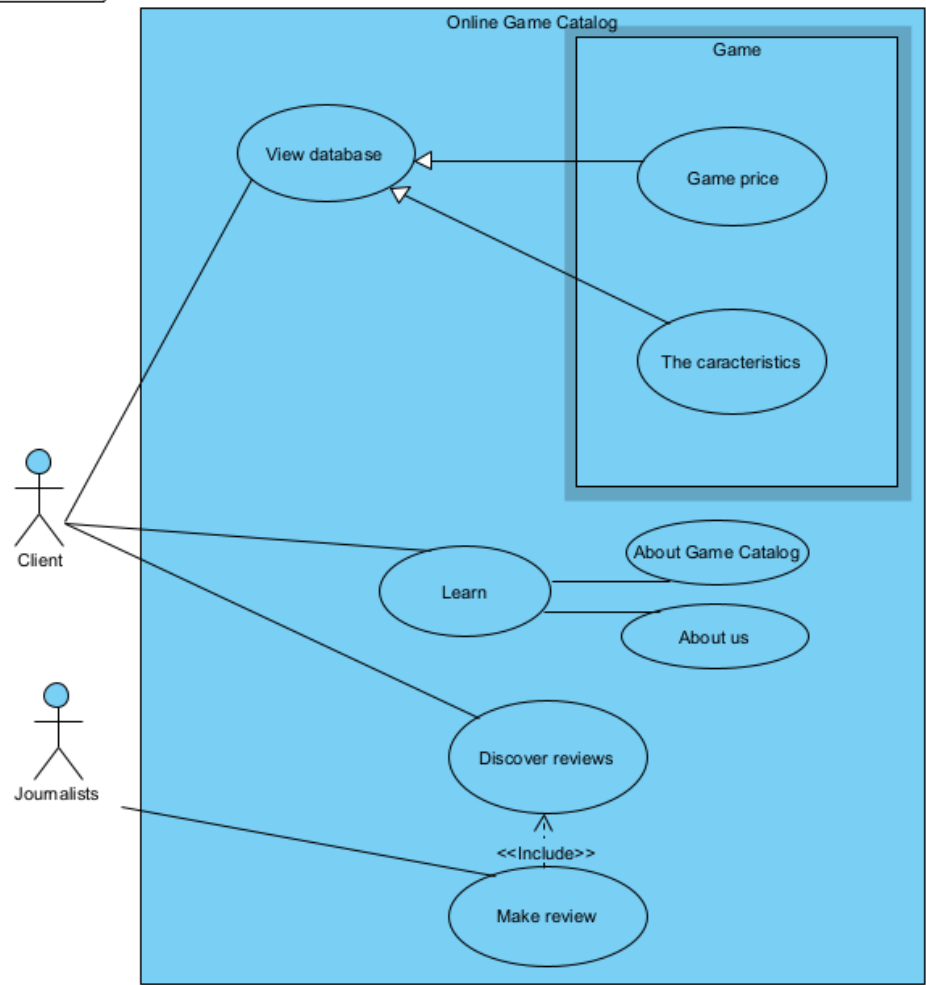
Legend:



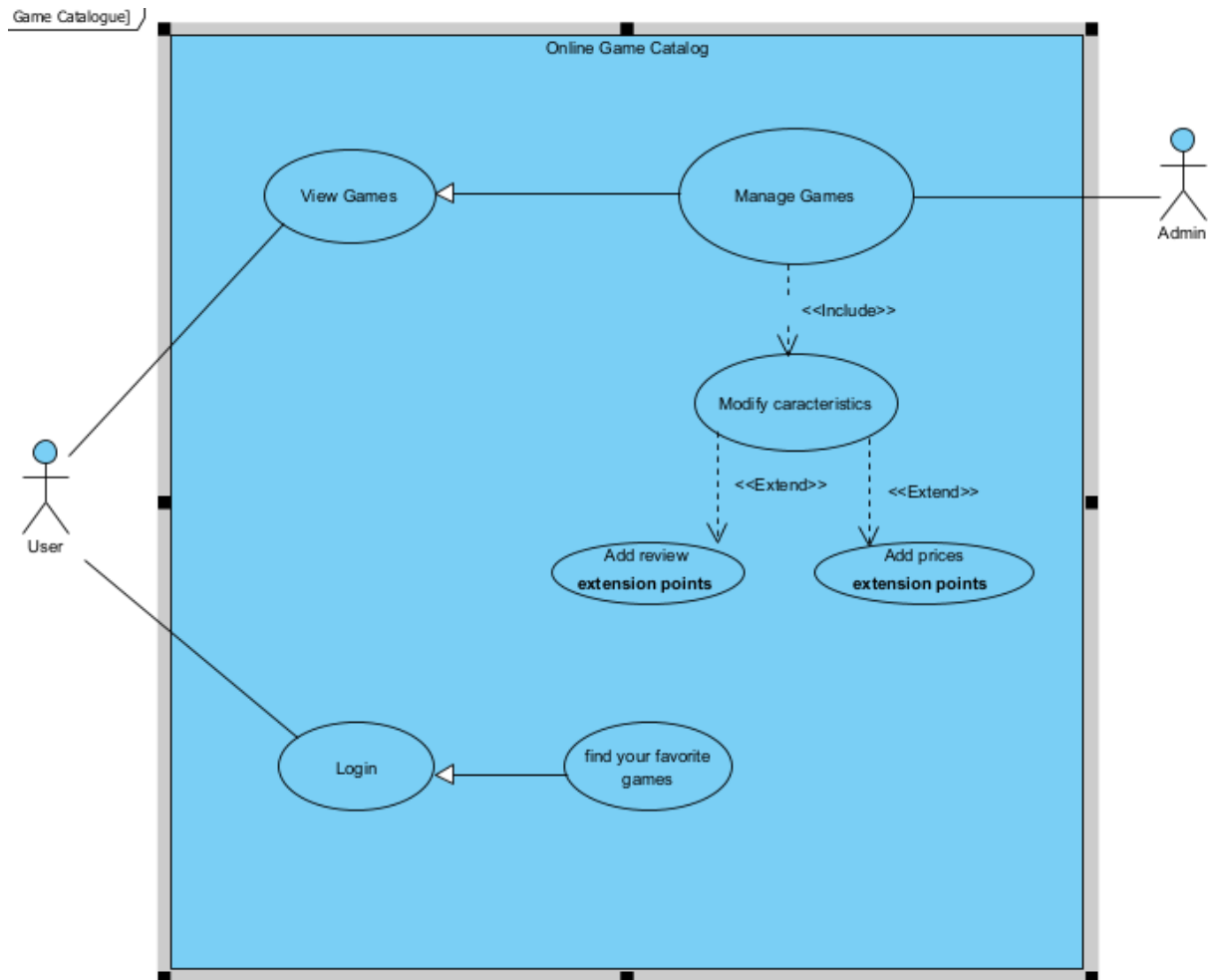
On this diagram we can improve our vision of the project and manage our deadlines.
We can see the different objectives of the project by level of difficulty and the progress of it.

Use Case Assigned to Romain

uc [Use Case Diagram1 Game Catalogue]

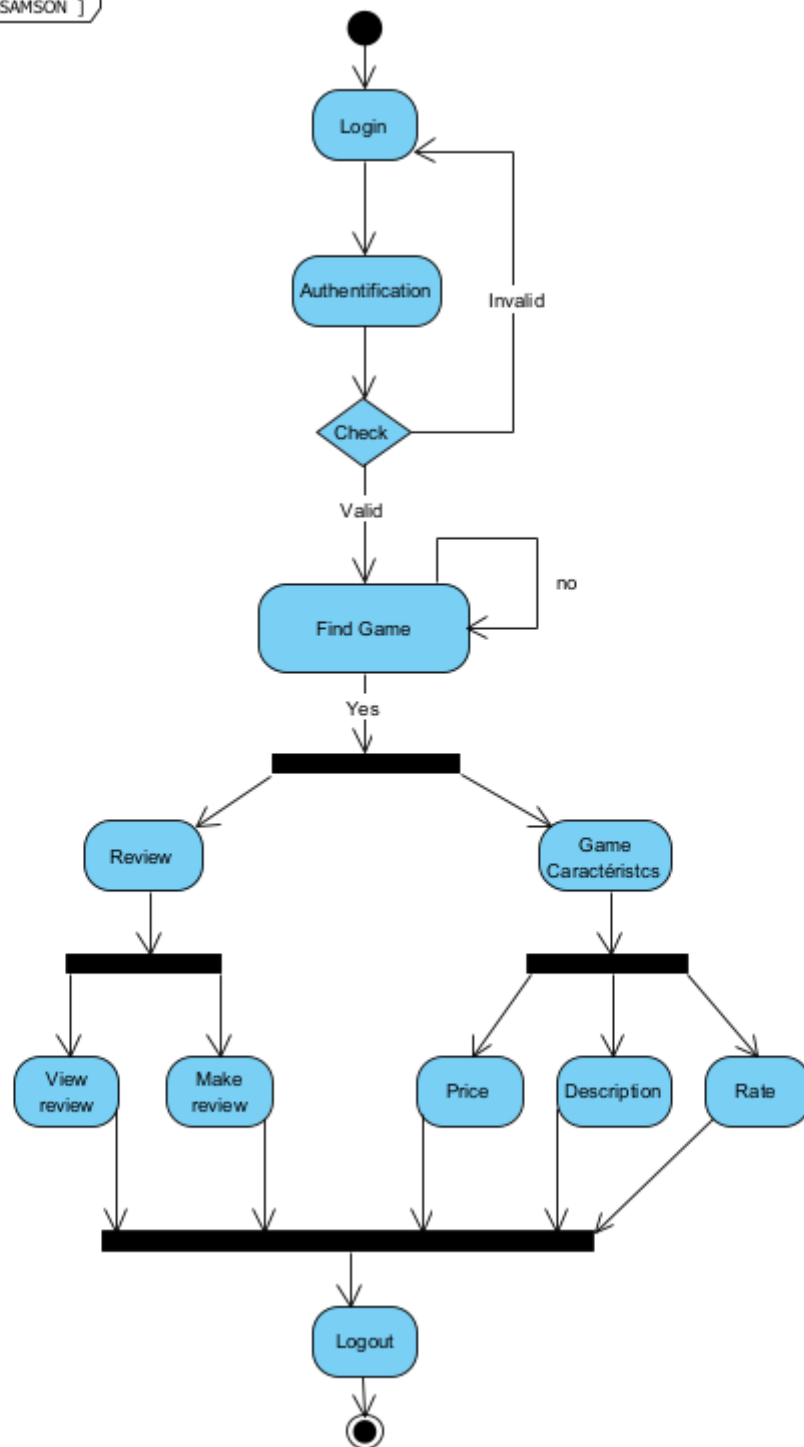


Use Case Diagram Assigned to Arthur



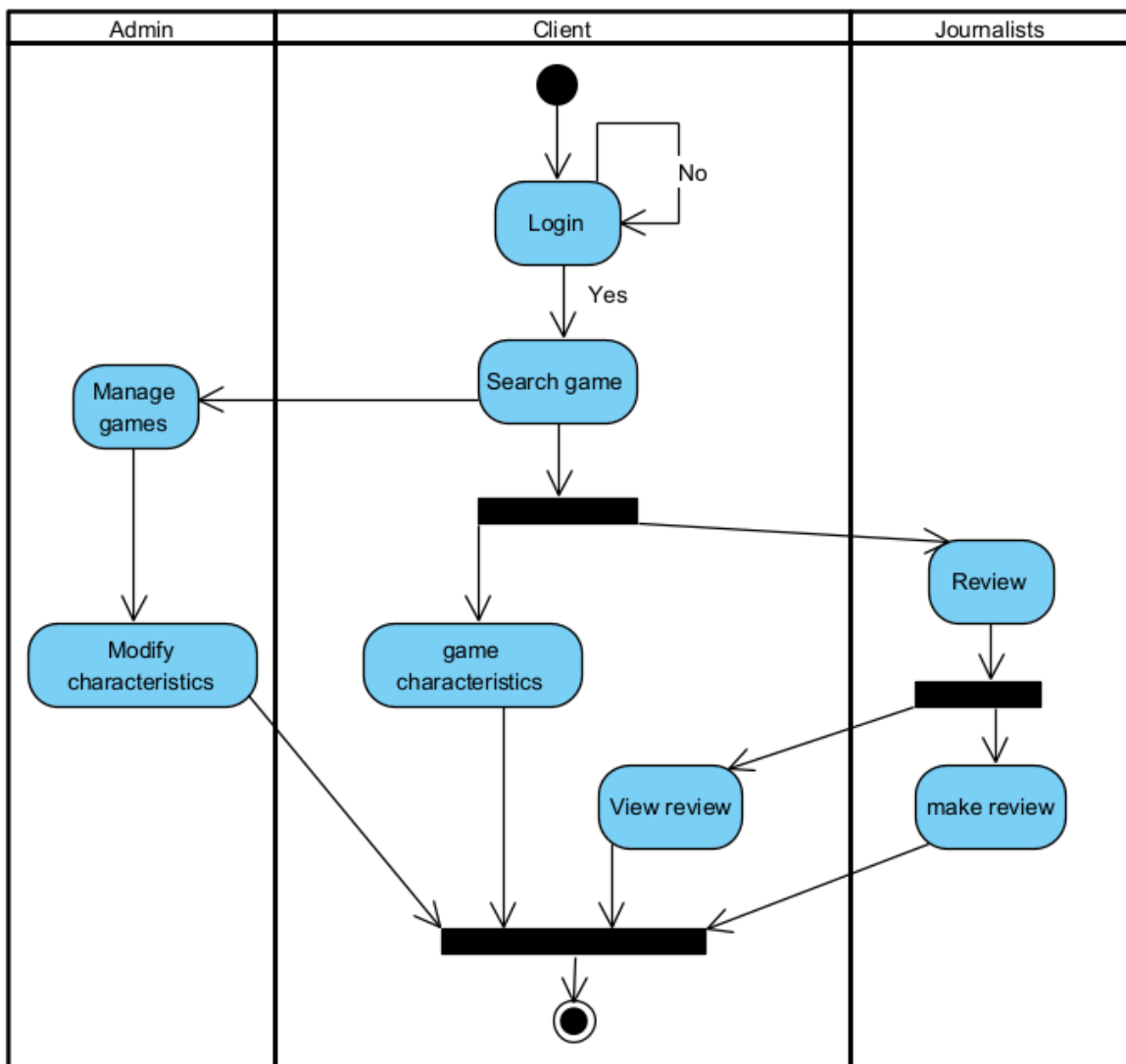
Activity Diagram by Romain SAMSON

act [Activity Diagram 1 Romain SAMSON]

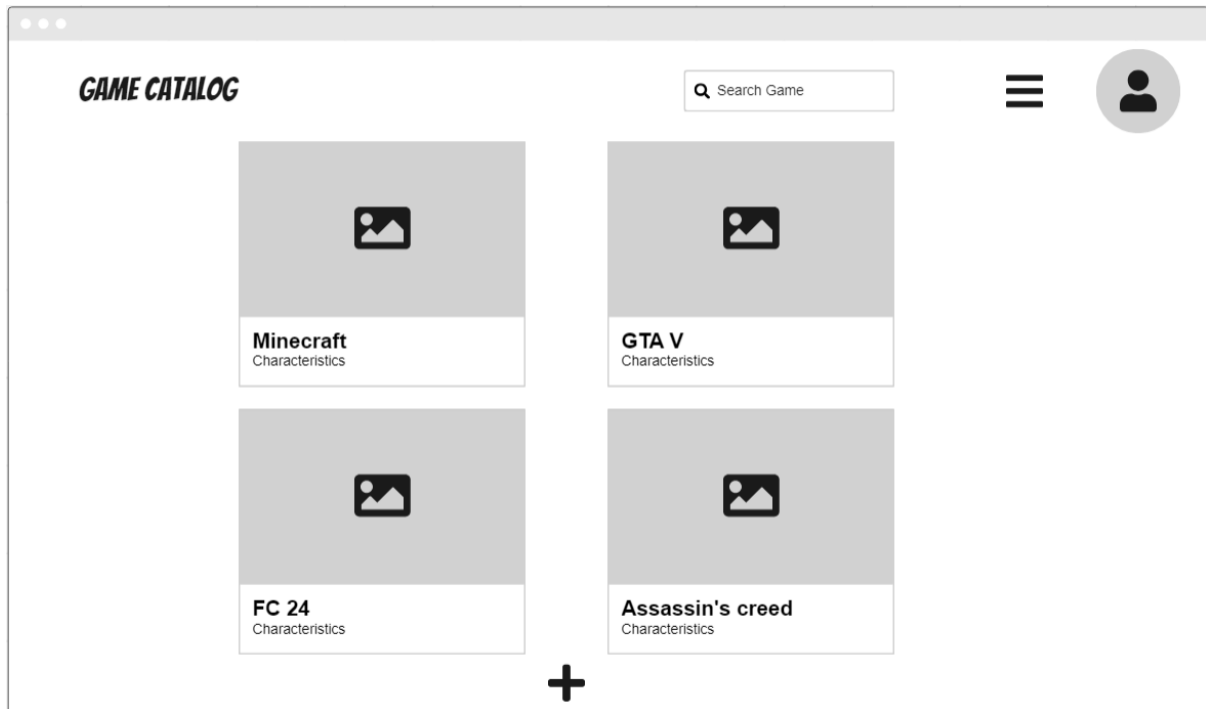


Activity Diagram by Arthur GATIGNOL

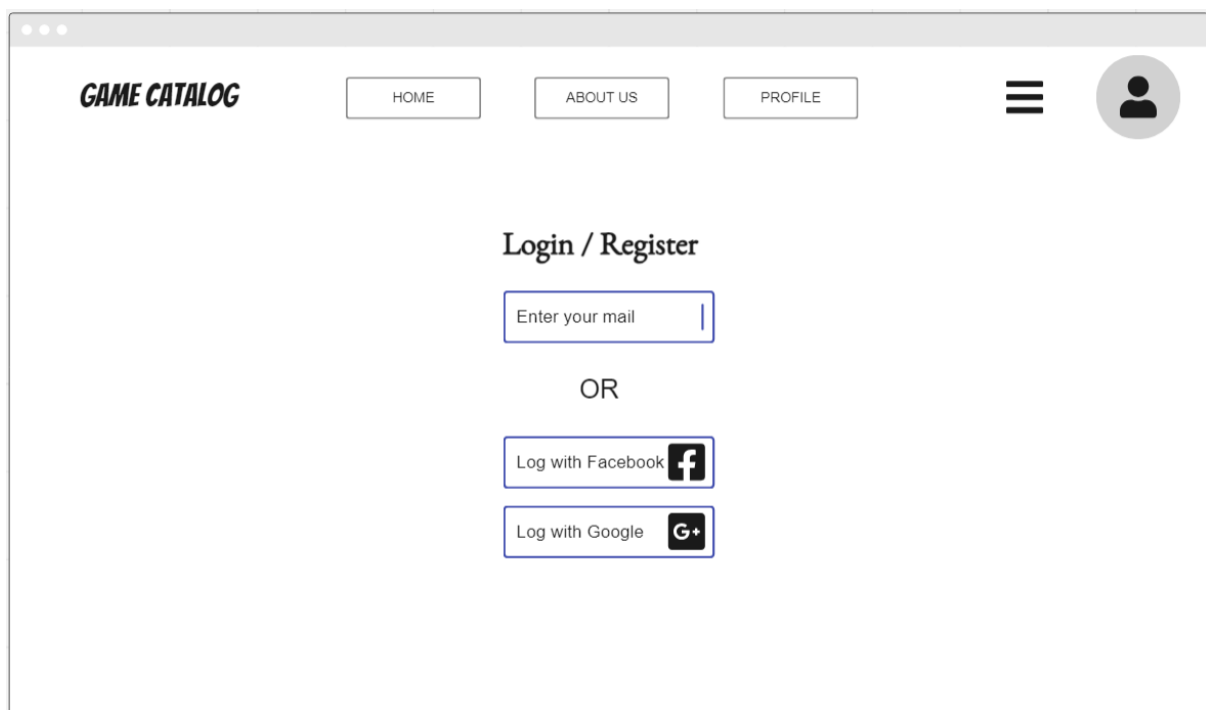
act [Activity Diagram1 Arthur GATIGNOL]



Wireframe Conception Diagram

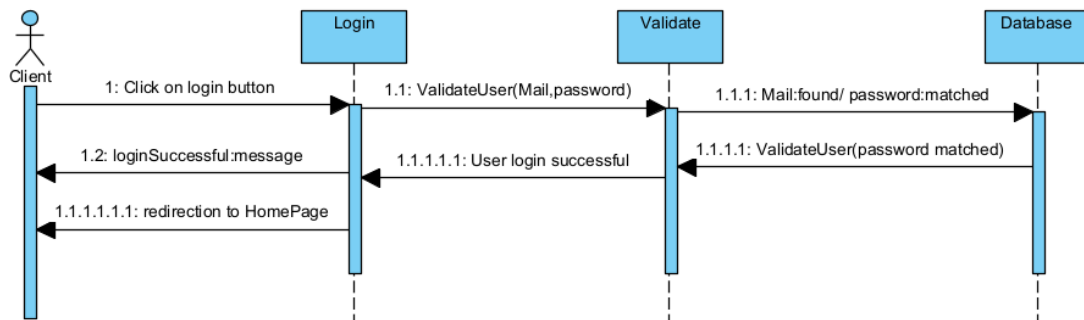


This Wireframe represents the home page when you are connected, you can find the game as you want and discover all of their characteristics and make our review.

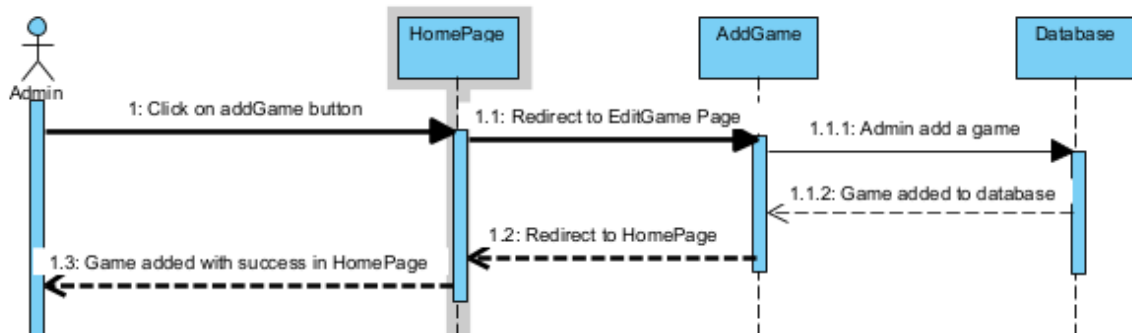


This one is when you enter in the website and you login or register.

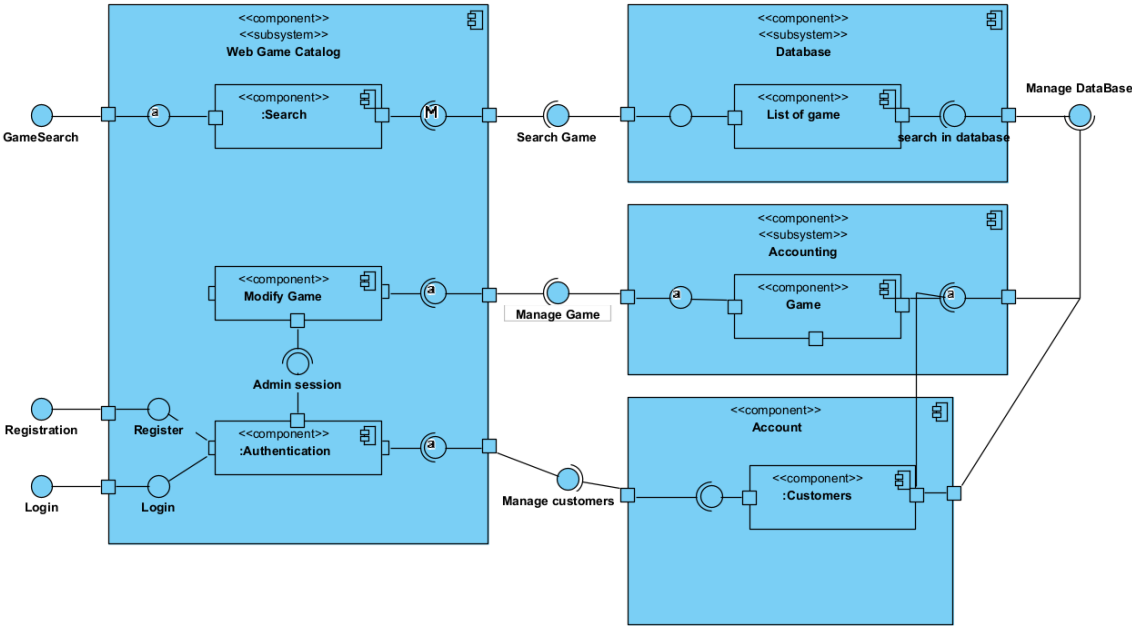
Sequence diagram for login



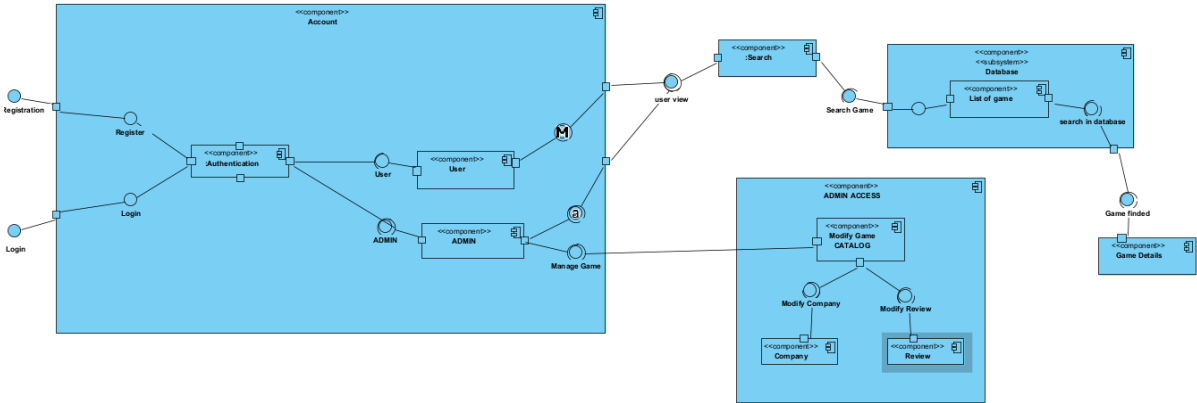
Sequence diagram to Add a game



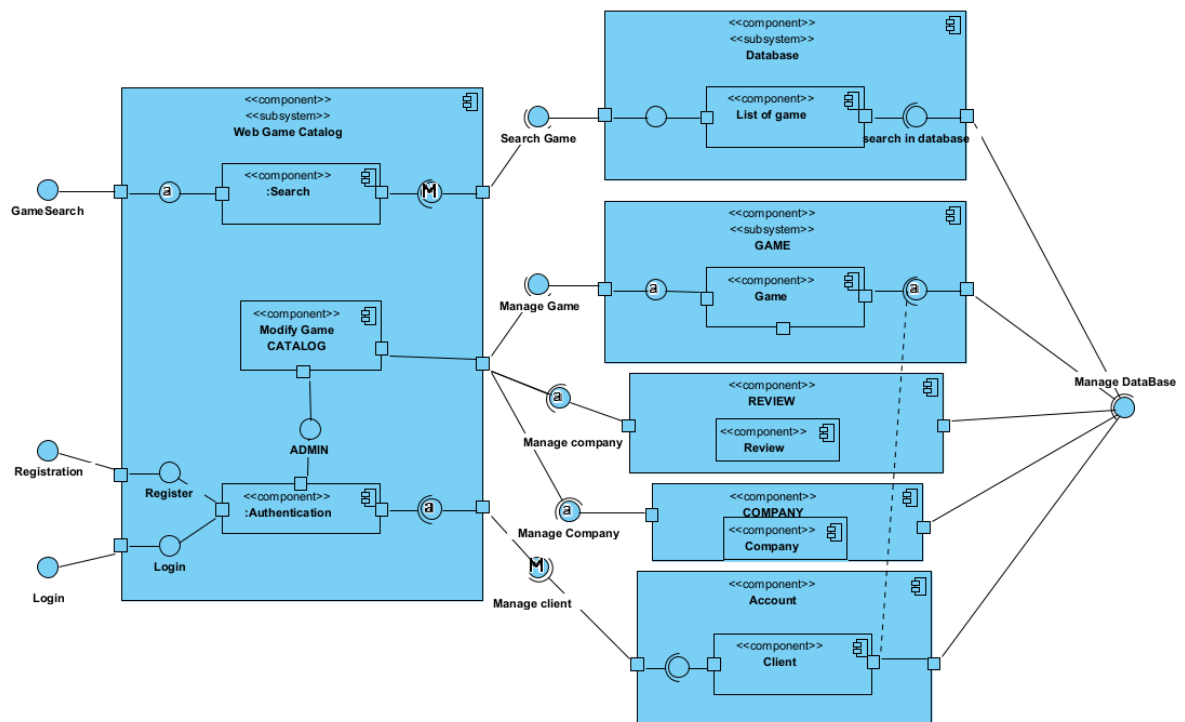
Component diagram by Arthur



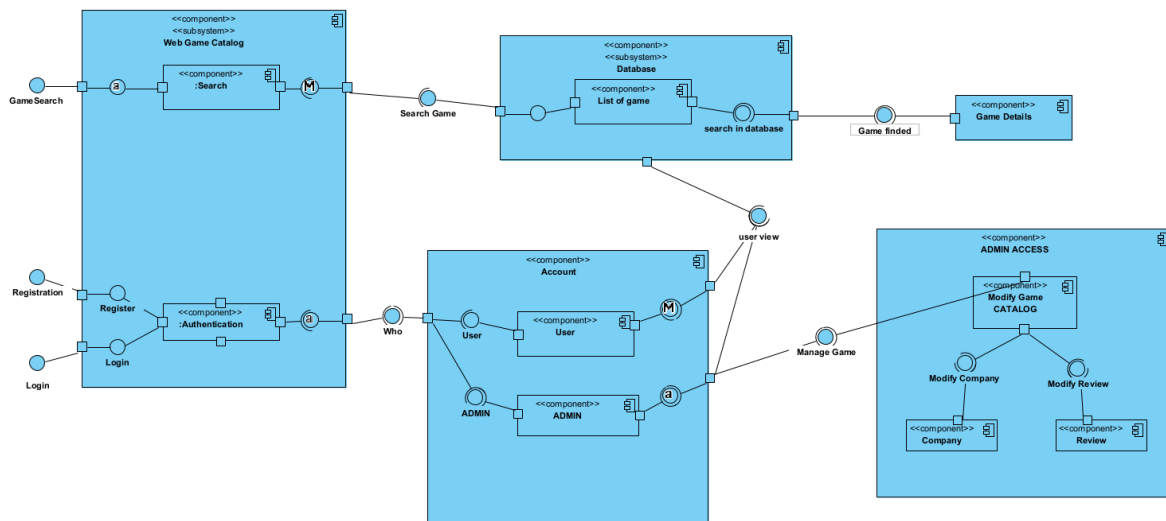
After correction



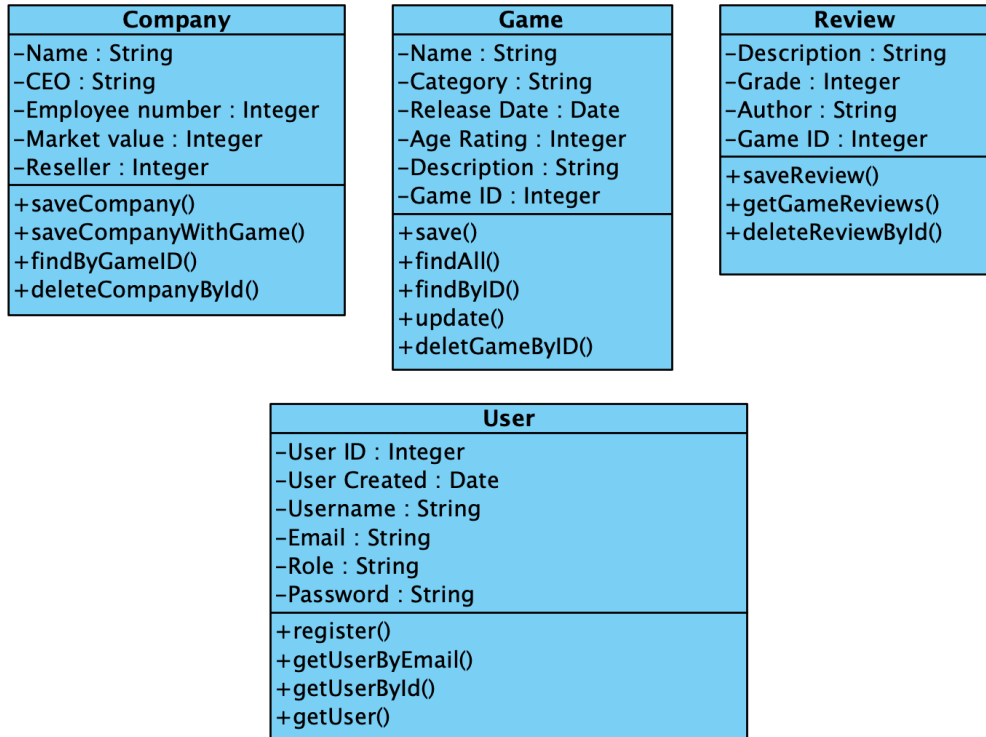
Component Diagram by Romain



After correction



Class Diagram



Class Diagram by Romain

