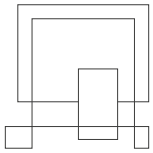

Project Description

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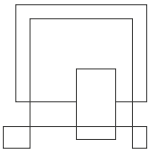
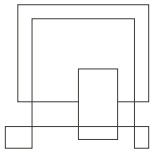


Table of content



1. Background Description

The social aspect of games has been an inseparable part of their production and rise ever since their beginning. People were finding a great source of entertainment in the combination of having a play night with friends and being engaged in a new and always improving concept of strategy, deduction, puzzle, a written adventure or a console game. Dungeons & Dragons, the most successful write-your-own-adventure board game was introduced in 1974 and it is still a giant in the entertainment industry with 15 million people still playing it in the USA alone. People found a way to make new friends, spend time with family or make up their own games, which made the industry grow more and more. In recent years, video games have amassed billions of dollars worldwide with China and the USA taking the top spots in production and engagement.

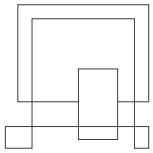
In this day and age, the need for gaming cafés have proved a must in all big cities around the world due to people looking for a place with a big collection of games in one place, where they can pay a fee to play at their heart's content. China currently has more than 150,000 "Internet Cafes", where people can play online games or use chat and video platforms.

With the board game and video game industries growing bigger and bigger each year, the cafes can only get that big and people start turning their head to alternative means of acquiring their games. Platforms like Steam and Epic offer deals to game companies, where they can sell their game and this has been the regular use for people to buy newly released games and board game simulators, as well as following on "indie" developers releasing and funding their projects through platforms, which accept donations from people, like the website Kickstarter, but out-of-production video and board games get lost in marketplaces and trading websites.

Video games can come in either digital form, through the platforms mentioned above or physical copies, which were a staple in the video game industry, with games' sells coming 75% out of physical copies.

The above mentioned reasons provide an insight to what creates the need to have a platform, where people can locally exchange games of all sorts with no payment fees and also track their growing collection of games.

Currently, the places, where people can trade their games or rent them out are websites such as BoardGameCo, GameAccess and GameTZ, but most of these places are a paid subscription, which can deter people from getting a free platform to trade or rent out games of their choice.



2. Problem Statement

The main problem is to create and design a game rental system for a wide audience ranging from board game to retro video game collectors. In order to solve this problem, these questions must be answered in order to better understand what issues must be tackled:

- Why do collectors require a separate ecosystem?
- What do other competitors lack in their ecosystem that the users require?
- What must be done in order to attract people into using the system instead of other popular websites like Facebook and BoardGameCo?
- How do we ensure that the system doesn't only promote popular users, but allows new competitors to thrive as well?
- What items can a collector list?
- What can be done to allow collectors to efficiently present their collections?
- What can we do to attract users to use the system?

3. Definition of purpose

The purpose is to create a system that would allow collectors and users to freely exchange rental services, by allowing collectors to post their collections on the system and interested users to request rental services of selected item/s.

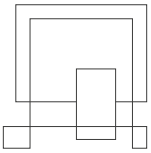
4. Delimitations

- Payment methods in the system will not be implemented – payment authorizations and confirmations will be mocked
- The system will not be checked for GDPR regulations – potential legal issues could be present regarding storing the users' data

5. Methodology

The group chose to use Unified Process in combination with the Kanban framework for this project. The group's other main option was SCRUM framework. Which was not the logical choice, since the scope of the project is only around 25 workdays, thus the sprints would be unrealistically short, or there would be an unrealistically low number of sprits.

Due to the fact the group only consists of 4 members, Kanban also gives the advantage of not having roles, which could hurt the team's productivity.



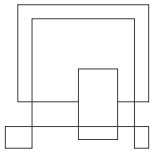
6. Time schedule

The schedule represents an indicative timeline concerning the major stages of the project initiation and development process and deadlines.

Task Name	Start (Week)	Finish (Week)
Groups, Project Proposals	36	38
Project Description	38	39
Project Description feedback, review and adjustments	40	40
Product backlog, Analysis	43	44
Proof of concept	45	46
Continous releases and developement	47	51
Submission	51	51

Preliminary dates when we work on the project:

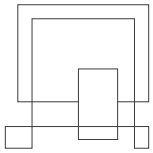
1. 23/09 – project description draft
2. 30/09 – finalize project description
3. 07/10 – inception
4. 14/10 – inception
5. 21/10 – elaboration
6. 28/10 – elaboration
7. 03/11 – elaboration
8. 11/11 – elaboration
9. 18/11 – elaboration
10. 25/11 – elaboration
11. 30/11 – construction
12. 01/12 – construction
13. 02/12 – construction
14. 03/12 – construction
15. 04/12 – construction
16. 07/12 – construction
17. 08/12 – construction
18. 09/12 – construction
19. 10/12 – construction
20. 11/12 – construction
21. 14/12 – construction
22. 15/12 – transition
23. 16/12 – transition
24. 17/12 – transition
25. 18/12 – transition



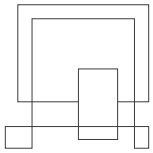
7. Risk assessment

Risk assessment represents the potential problems and complications that require caution during the project development. A few risk areas can be determined, however, more may arise due to increase in complexity or specific technological limitations. If that is the case the list will be extended, and additional effort will be dedicated to preventing mismanagement of resources and time.

Risks	Likelihood Scale 1-5 5 = high risk	Severity Scale 1-5 5 = high risk	Product of likelihood and severity	Risk mitigation e.g. Preventive & Responsive actions	Identifiers	Responsible
Mismanagement of time	2	4	8	Introduce stricter protocol for workload	Delays in progress	Audrius Sauciunas
Overcomplications concerning the scope of the project	5	5	25	Follow the initial guidelines and discussing the need for extra functionality	Features or architecture choices that deviate from requirements	Eva Nikolaeva
Technological inefficiency	3	4	12	Reconsider the SEP requirements and reevaluate our skill set	Using technologies or libraries that are above our capabilities	Levente Nagy
Implementation failure	1	5	5	If occurrence is early in development concentrate on RISKs 1. & 2. If later, reevaluate product backlog	Unable to reach the stages envisioned in the beginning	Philip Philev
Scalability	2	3	6	Consider different strategies or design choices to account for growing number of users	Unable to address increasing workload or active users	Eva Nikolaeva
Internal conflicts	2	4	8	Address the issues of the involved parties directly and	Tension between members resulting in	Audrius Sauciunas



				discuss possible compromise	inefficient results or collaboratio n	



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SEP2 Project Description, Group 1, Class 1Y, Software Engineering VIA, Horsens