

- 1) The goal for my project is to implement a video game store and social platform through a web service. The idea is to be able to buy and own your own games, while also being able to connect with other users through communities and a friend's system.
- 2) For some updates, I have decided that people are now able to update their own profiles. They will also be able to add games through a "greenlit" service. People will be able to add or unadd friends. On the store page, users will also be able to sort games based off different categories, such as price, genre, and alphabetical. Same with groups/communities, players will be able to edit communities, add communities, or join them. Can also mark certain ones as favorite. Also, the store will show if games have discounts from their original price. Discounts can be added by the administrator of the store database.

3)

