**Gaming Network Specifications**

Authors - Daniel McCormick, Carver Sorenson, Nicholas Lewis, Bryan Diaz

**Introduction**

Gamers currently lack effective methods of locally organizing. Most gaming communities are distributed across the country or world and there is not an effective way of finding local gaming events and connecting with other gamers in the area. Our web app will address this problem by providing a platform for gamers to connect to other gamers in their area and host events for their community.

**Points**

* Must allow users to create profiles with name, address, country, age, gender, and description
* Must allow users to create connections with other users
* Must allow users to lookup the next event within 50 miles of their location
* Must allow users to create an event with a name, location, description, and time
* Must allow users to see all events created by their connections
* Must allow users to see all events created by an individual connection
* Must allow users to create comments linked to events
* Must allow users to send messages to other users
* Must allow users to enter a 1st, 2nd, and 3rd place for all events
* Must allow users to see rankings based on event performance (1st worth 5 points, 2nd worth 3 points, 3rd worth 1 point). Rankings should be broken down into top 10 in world rankings, country rankings, and local (within 50 miles) rankings. User’s should also be able to see their own rankings.