

Design Document
Looking 4 Games (L4G)
03/25/25

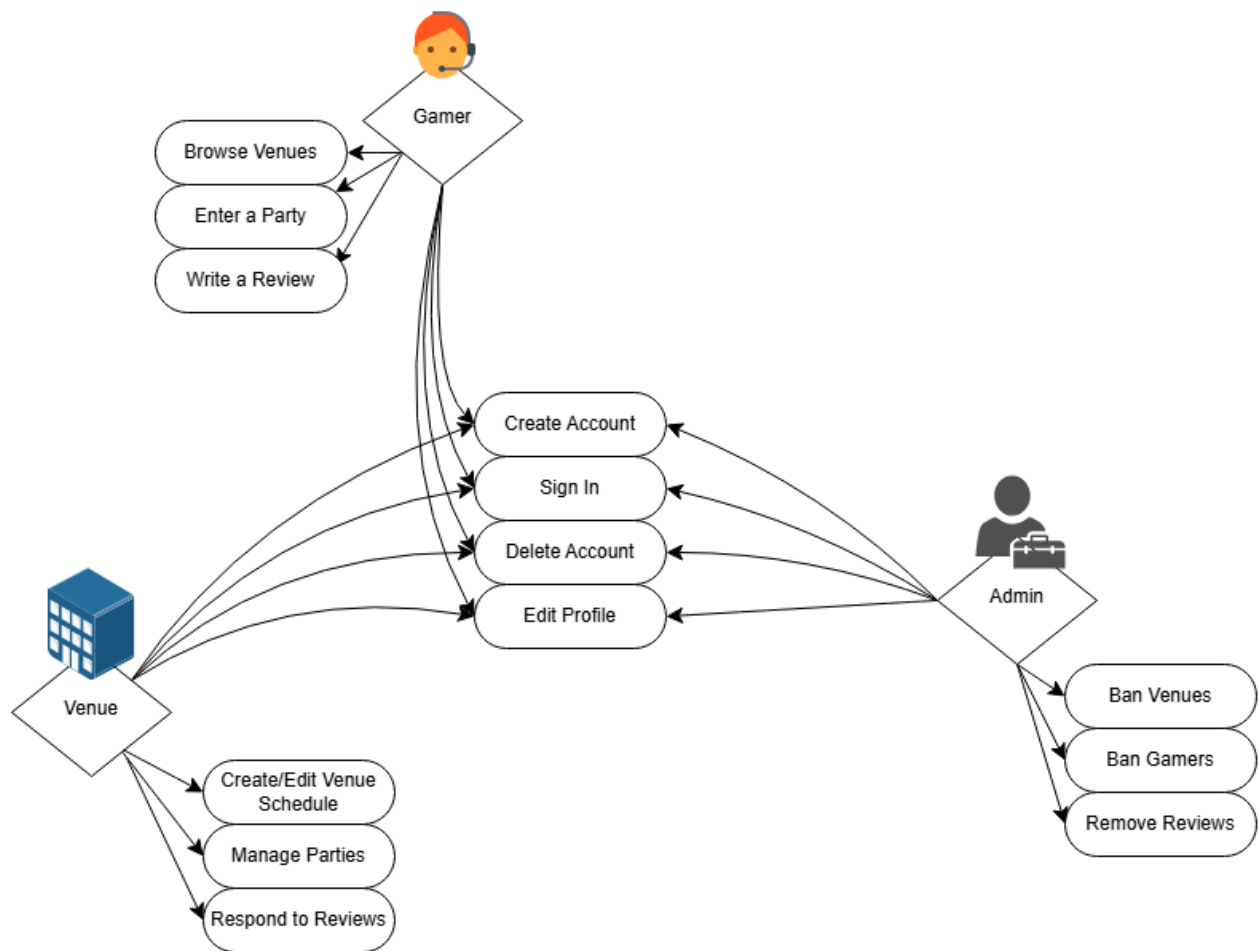
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1. Project Overview:

The goal of the L4G application is to enable people to find places where they can play tabletop roleplaying games, and people to play with. Venues provide their information, including hours of operation, occupant capacity, and address, to be found by individuals using the app. Venues also maintain a digital schedule where groups of individuals (“Players” in a “Party”) may sign up to occupy the store during a defined time slot, ensuring venues do not become overcrowded.

Individual users, or Players, are able to see the schedules of nearby venues. and can sign up to join a party provided it has space available to accommodate another player. Players may also create parties, reserving available time slots at a nearby venue and defining the maximum size of the Party.

2. Use Case Model:



3. Database Schema:

