

Looking 4 Games (L4G)

Project GitHub Repository

[L4G GitHub Repository](#)

Project Contributors

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Introduction

L4G is an app that connects TTRPG players with other players in their area, and to games stores and other locations able to provide a space for them to play in. Venues provide their information, such as hours of operation, occupant capacity, and address, so that Players can know when they're available and how many people they can host at once. Using the app,

Venues can maintain a digital schedule where groups of players (a Party) can sign up to reserve space for themselves at a specific time slot, helping players avoid overcrowding the venues.

Individual users, or Players, are able to see nearby Venues and view their schedules, as well as creating or joining a Party of other Players.

User Needs

All

- Create an account
- Sign in to their account
- Edit their account profile
- Delete their own account
- View their own account profile
- View the account profile of Player and Venue users

Players

- Create and manage profiles
- Join and create parties
- See a list of other Players in a Party
- View venue details and schedules
- Leave reviews for venues

Venues

- Create and manage profiles
- Set hours of operation
- Manage schedules and capacity
 - Changing the hours of operation
 - Removing Parties, when necessary, from the schedule
- Respond to player reviews

Admins

- Manage player and venue accounts
 - See a list of all Players
 - See a list of all Venues
 - See a list of all Parties
 - See a list of all Reviews
- Moderate reviews and content

- Ban players or venues as needed
 - Ban Players
 - Ban Venues

Functional Requirements

Customer:

- Customers will be able to create an account with the L4G app, providing username, email, password, location, bio, preferred game style, and optional distance willing to travel.
- Customers will be able to view venue details, including address, hours, occupant capacity, upcoming schedules, and available time slots.
- Customers will be able to join an existing party at a venue, provided that the party is not at maximum capacity.
- Customers will be able to create a new party if none of the existing ones match their schedule or preferences.
- Customers will be able to write reviews on a venue's profile after attending a session there.
- Customers will be able to edit or delete their own reviews on a venue's profile.
- Customers will be able to set and receive notifications about new parties, changes to existing parties, or reminders for upcoming sessions.
- Customers will be able to update their profile information, including profile picture, bio, interests, and distance willing to travel.
- Customers will be able to view their recent events attended and reviews they have written.
- Customers will be able to subscribe to and unsubscribe from available parties.
- Customers will be able to browse a list of venues filtered by distance, capacity, game genre, or preferred play style.
- Customers will be able to save and load profile images from local storage.

Provider:

- Businesses will be able to make an account with the app as a Venue - Incomplete, no login page
- The Venue will have its address visible on its profile - Incomplete, not displaying
- The Venue will have its hours of operation visible on its profile - Incomplete, not displaying
- The Venue will maintain a Schedule of Parties - Incomplete, schedule generator not working

- The Venue will be able to set a limit on the size and number of Parties able to reserve time slots - Incomplete, schedule generator not working
- The Venue profile page will have a space for Player users to write reviews - Incomplete, not implemented
- The Venue will receive notifications when a review is written on their profile, and when an existing review is edited. - Incomplete, Reviews not implemented
- The Venue will be able to respond to reviews written about them. - Incomplete, Reviews not implemented

SysAdmin:

- System admins will be able to log in to an account
- The system admin will be able to view a user or venue's profile and delete or modify it as necessary
- The system admin will be able to view a venue's timeslots and remove them if they conflict in some way
- The system admin will be able to view reviews attached to a venue and remove them if necessary
- A usage statistics page will be available to show number of users and venues and how many timeslots are being used
- The system admin will be able to view a player and delete or modify it if deemed necessary
- The system admin will be able to view a complete list of reviews and delete any of them if they are problematic

Non-Functional Requirements

Customer:

- The system should display a list of nearby venues within 5 seconds of the Customer logging in or refreshing, ensuring quick access to available gaming sessions.
- Venue search and filtering operations should complete in under 2 seconds, promoting a responsive and user-friendly experience.
- The process to join a party (from tapping "Join" to receiving confirmation) should take less than 10 seconds total, minimizing wait times for Customers.
- Profile data updates should be reflected immediately upon submission, allowing for real-time personalization.
- Profile image updates should be saved locally and persist across sessions without requiring server communication.
- The review submission process should confirm successful form completion within 2 seconds, reducing user frustration.

- The player interface should be designed for both desktop and mobile use, maintaining consistent performance across device types.
- Authentication should securely handle login and logout processes, ensuring user privacy and data protection.

Provider: (all incomplete, Reviews not implemented and Parties not working)

- The system should display new user reviews within 5 seconds of the user opening the Reviews tab or refreshing, ensuring quick access to player feedback.
- The input to respond to a review should open in under 2 seconds, facilitating communication regarding player experiences with the venue.
- The system should send a notification to the Venue user within 5 seconds of the creation of a party on their schedule.

SysAdmin:

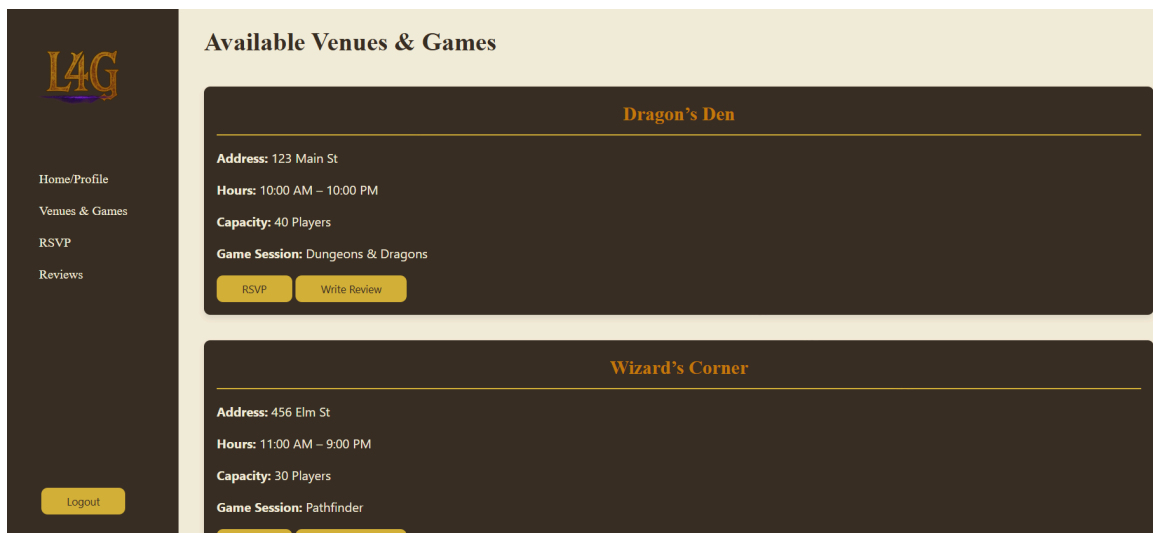
- Lists of users and venues should be quickly accessible to allow admins to quickly modify necessary information
- The usage statistics will be available immediately upon logging in to an account
- Options to delete or edit accounts or reviews will be easily visible on the page of the content in question
- Admin accounts should be created directly via the database to avoid potential front end security issues and be more deliberate in their creation
- The interface should be consistently usable on a desktop and mobile format
- Deletion of reviews or users should ask for confirmation to avoid mis inputs creating a situation that is difficult to quickly resolve

Scenarios with Screenshots

Customer Scenario -

- Browse Venues (Player)
 - Initial Assumption:
 - The user is logged into L4G and on the main page, from here they can choose to view local venues offering tabletop RPG sessions.
 - Location tracking is enabled if needed.
 - Normal:
 - The user sees a list of venues with their addresses, operating hours, occupant capacity, and available time slots.

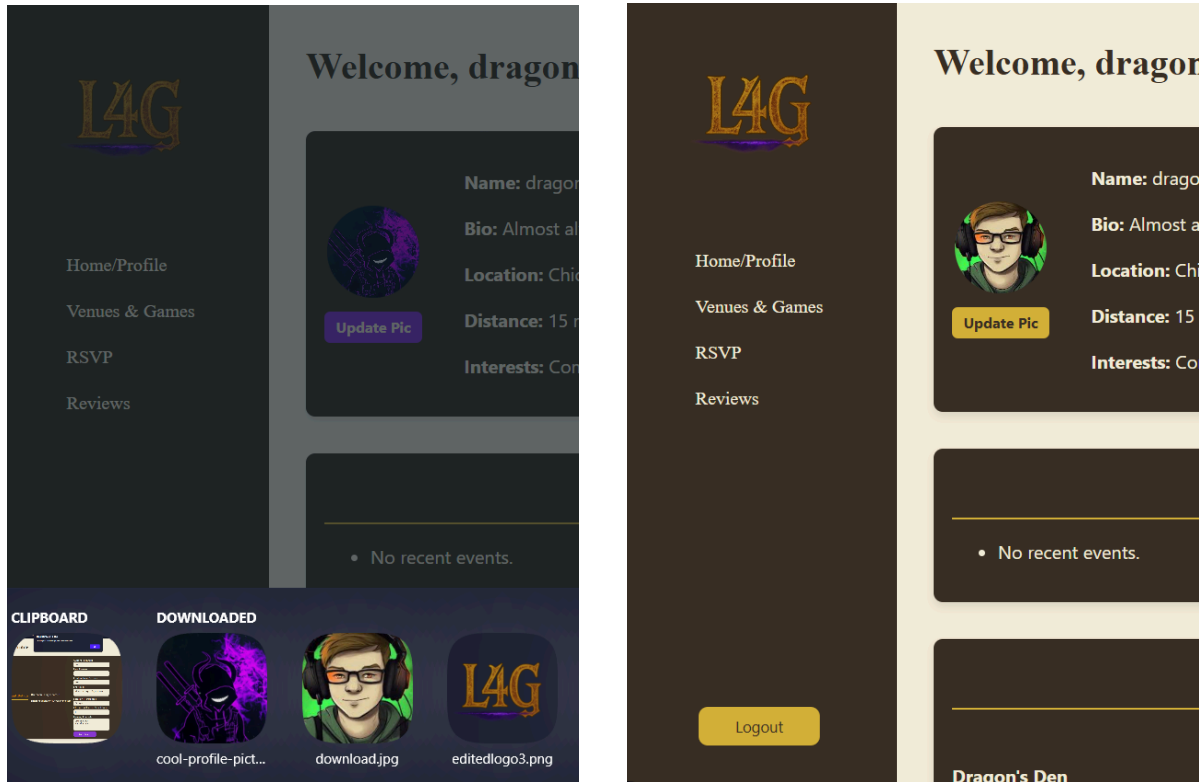
- They select a venue to view its schedule of upcoming parties, checking the maximum number of players, remaining slots, and type of game being played.



- What Can Go Wrong:
 - The party becomes full just as the user attempts to join, causing an error message.
 - The user does not live close enough to any large set of venues, prompting the app to ask if they want to increase their search distance.
- Other Activities:
 - The user can create a new party if no suitable options exist, reserving a time slot for their group.
 - The user can filter venues by distance, capacity, or game genre to find the best match.
- System State on Completion:
 - The venue's schedule updates to reflect the user as a new party member.
 - The user can review and manage upcoming games in their personal schedule or receive notifications for any changes.
- Create/Modify Customer Profile (Customer/Player)
 - Initial Assumption:
 - The user is logged into L4G and navigating to their profile settings. The user's existing profile data is available for editing.
 - Normal:
 - The user taps "Edit Profile" and sees fields such as username, email, location preferences, and gaming interests (preferred game systems). They update relevant details like preferred genres, time availability, and

notification settings. The system saves these changes and confirms a successful update.

- What Can Go Wrong:
 - The user enters invalid data (an invalid email format), causing a validation error. Network connectivity issues may prevent the profile from updating, requiring the user to retry later.
- Other Activities:
 - The user can upload or change a profile picture. The user can also reset their password if needed.



- System State on Completion:
 - The user's profile now reflects the updated details. The system immediately references these preferences when suggesting venues or sending notifications.
- Subscribe to Available Parties (Player)
 - Initial Assumption:
 - The user is logged into L4G, has a completed profile, and is viewing a list of parties. The system has already filtered out any parties at maximum capacity or outside the user's set preferences.
 - Normal:
 - The user selects a party from the list to view more details (game type, time slot, number of open seats). They decide to join, tapping the "Submit RSVP" button. The system confirms the user's spot and updates the party's remaining capacity.

L4G

Home/Profile
Venues & Games
RSVP
Reviews

Logout

RSVP for Event

RSVP for Your Selected Event

Please fill in the details below to sign up for the event.

Event Name:
Dragon's Den - Dungeons & Dragons

Event Date & Time:
02/25/2025, 2:00 PM - 4:00 PM

Number of Seats:
1

Additional Message (optional):
Any special requests or messages...

Submit RSVP

- What Can Go Wrong:
 - The party reaches its maximum capacity just before the user confirms, triggering an error message.
- Other Activities:
 - The user can adjust their search filters to discover more parties in different locations. They can also bookmark a location for later if they decide not to join immediately.
- System State on Completion:
 - The user is listed as a participant in the chosen party. The system tracks the user's subscription and can send updates or reminders.
- Write a Review (Player)
 - Initial Assumption:
 - The user is logged into L4G and has recently participated in a party. The system verifies the user is eligible to leave a review (if they joined a completed session).
 - Normal:
 - The user navigates to the venue's page and selects "Write Review." They fill out a form, providing a star rating and optional written feedback about their experience. The system confirms the review submission and updates the page to display the new review.

Write a Review

Submit Your Review

Review For (Venue/Event):
Dragon's Den

Rating:
1 Star

Review:
Enter your review here...

Submit Review

Logout

- What Can Go Wrong:
 - The user accidentally submits an incomplete form (no rating), prompting a validation error. Server downtime or connectivity issues may prevent the review from saving, requiring a retry.
- Other Activities:
 - The user can edit or delete their own review afterward (if the system permits). They can also check other users' reviews or browse the venue's overall rating before writing their own feedback.

Reviews I've Left

Dragon's Den

★ 5

GRRRRREAT

Delete

5/6/2025

Logout

- System State on Completion:
 - The venue's profile now includes the user's new review and rating. Future users can see this review and use it to inform their own decisions.

Provider Scenario -

- Create Profile
 - Initial Assumption
 - A representative of a business has downloaded the L4G app

- Normal
 - The user is prompted to create an account
 - The user selects the option to create a Venue account
 - The user provides the business email address as the account Username
 - The user creates a password for the account
 - The user is prompted to enter the business information required to create their profile, including Business Name and Address
 - The user is prompted to provide an image representing the venue to be used as a profile picture
 - The user confirms that the information entered is correct
- What can go wrong
 - The user realizes they have entered some of the information incorrectly: they should be provided with a button to return to the previous page of the registration process
- Other Activities
 - A confirmation email is sent to the provided email address as the last step of registration
- System State on Completion
 - The Venue account has been registered to L4G, and can log in using their associated email and password

Register a Venue

[Home](#)[Reviews](#)[Schedule](#)

Venue Name:

Venue Address:

Venue Email:

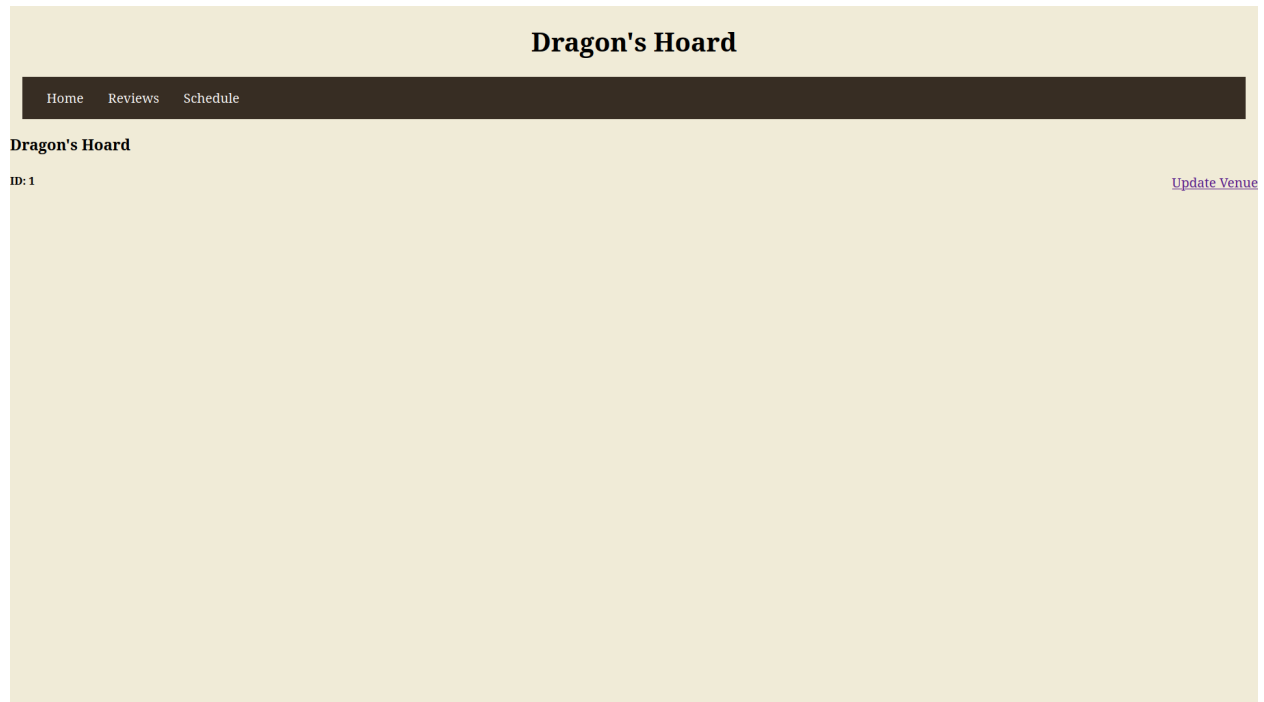
Opening Time:

Closing Time:

About:

Reset

Submit Query



- Create Venue Schedule
- Initial Assumption
 - The user has created an account and is logged in, viewing their profile
- Normal
 - The user selects the Schedule tab from their profile view
 - The user is prompted to create a schedule for the venue
 - The user is prompted to enter the venue's hours of operation
 - The user is prompted to enter a maximum number of concurrent players their venue can support
 - The user is prompted to enter a maximum number of concurrent parties their venue can support
 - The user is prompted to enter a maximum duration for a time slot reservation
- What can go wrong
 - The user might realize that they have entered incorrect information for their schedule after creating it, or might need to change it due to a change in hours or capacity: they should be provided the ability to edit their venue schedule
 - If the schedule is edited while it contains Parties, the Venue user should be notified before changes to the schedule are saved if any of the Parties are affected
 - Player users might be affected by edits to the Venue Schedule: they should be notified when changes to the Venue schedule affect the Party's time slot
- Other Activities
- System State on Completion
 - The Venue has a schedule that can be viewed on their profile, to which parties can sign up

- Manage Parties
 - Initial Assumption
 - The user has created an account and is logged in, viewing their profile.
 - The Venue has a Schedule with active Parties
 - There is a conflict or issue with one or more active Parties
- Normal
 - The user selects the Schedule tab from their profile view
 - The user is presented with a day-planner display of the schedule, showing days of the week and hours in the day, and indicating which time slots are reserved by parties.
 - The user selects a party and is presented with a list of its members, and a management button
 - The user presses the management button, and is provided with the option to remove the party from the schedule
 - The user selects to remove the party, and is prompted to enter a short explanation of the reason behind the party's removal
 - The user submits the removal, and all of its members are sent a notification with the explanation given by the Venue user for the removal of the group.
 - Player users are made eligible to review the venue if they were not previously, and given the opportunity to review the Venue
- What can go wrong
 - System outages or connectivity issues might interrupt the session. The app should return to the schedule page without making any changes to the schedule
- Other Activities
 - The user might at times need to clear the schedule, removing all active parties from the schedule
 - The user can view parties and the profiles of their members without removing the party from the schedule
- System State on Completion
 - The Venue schedule has been updated with the removal of one or more active Parties
- Respond to a Review: Venue
 - Initial Assumption:
 - The user has access to the app, is logged in, and is on their profile.
- Normal:
 - the user will be presented with the Venue's information: Profile picture, Address, and Hours of Operation. Display tabs will allow the user to switch between viewing the venue's information, reviews, and the schedule page
 - The Reviews tab presents the user with a list of reviews created by individual users (players)
 - Upon selecting a customer review, the user is given the option to respond to the Player, addressing feedback from that user's experience at the Venue.

- The Venue user is able to post a response to the Player-generated review, and other users can see both the Player review and the Venue response on the venue's Reviews tab
- What can go wrong:
 - The user leaves the Reviews tab before submitting their response to a user review. Cached data will allow the response to be temporarily stored during the session.
 - The Player or an admin removes the review while the user is writing their response. The Reviews tab should refresh and the user should be presented with a pop-up window indicating that the selected review was removed by the author or an admin.
- Other Activities:
 - The user can refresh the Reviews page to receive an up-to-date list of reviews the venue has received.
- System State on Completion:
 - A response to a Player user review will be posted underneath the Player review, labeled as a response from the Venue.
 - The Reviews tab indicates that the Venue has responded to that review.
 - The Player author of the review is notified that their review has been responded to.

Sys Admin Scenario -

(I'm not entirely sure how I did it but when pushing to my branch to merge it only added new filenames and didn't update the added code in the existing files, so when I used checkout to make sure everything was working correctly after the merge I lost most of the work I was working on for the past few days. I wasn't able to take screenshots of the system states because of this, I'm really really sorry I wasn't able to.) - Carter

- Manage User Access
 - Initial Assumption: The admin has access to an admin account, and is logged in to the main page
 - Normal: The admin can select the view users or view venues pages, which brings them to a list of users or venues and their accounts. The admin can then select a specific user or venue to view them
 - What Can Go Wrong: They mistakenly click the wrong user or venue. There will be a back button to go back to the original list
 - Other Activities: The admin can delete an account if necessary
 - System State on Completion: The admin will be back at the account list, with the account now gone if deleted, but still there if not

- **Moderate Services**
 - Initial Assumption: The admin has access to an admin account, and is logged in to the main page
 - Normal: The admin can select the view venues page, bringing them to a list of venues. The admin can then select a specific venue, and available timeslots will be listed
 - What Can Go Wrong: The admin may select an incorrect venue, a back button will be available to go back to the list
 - Other Activities: The admin can delete a timeslot if some kind of conflict is observed
 - System State on Completion: The venue profile will now no longer contain any deleted timeslots
- **Moderate Reviews**
 - Initial Assumption: The admin has access to an admin account, and is logged in to the main page
 - Normal: The admin can select the view venues page, bringing them to a list of venues. The admin can then select a specific venue, and any posted reviews will be listed
 - What Can Go Wrong: The admin may select an incorrect venue, a back button will be available to go back to the list
 - Other Activities: The admin can choose to delete any problematic reviews from a venue's page
 - System State on Completion: The venue's profile will no longer have any deleted reviews, and the admin can return to the venue list
- **View Usage Statistics**
 - Initial Assumption: The admin has access to an admin account, and is logged in to the main page
 - Normal: The admin can select the usage statistics screen to enter a page with the relevant statistics
 - What Can Go Wrong: The admin may select the wrong page, but if they do the usage statistics page will still be available from the navbar at the top
 - Other Activities: Navigate to other available pages from the navbar
 - System State on Completion: The current page will show statistics on the site such as the amount of venues, amount of users, and the amount of groups created

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

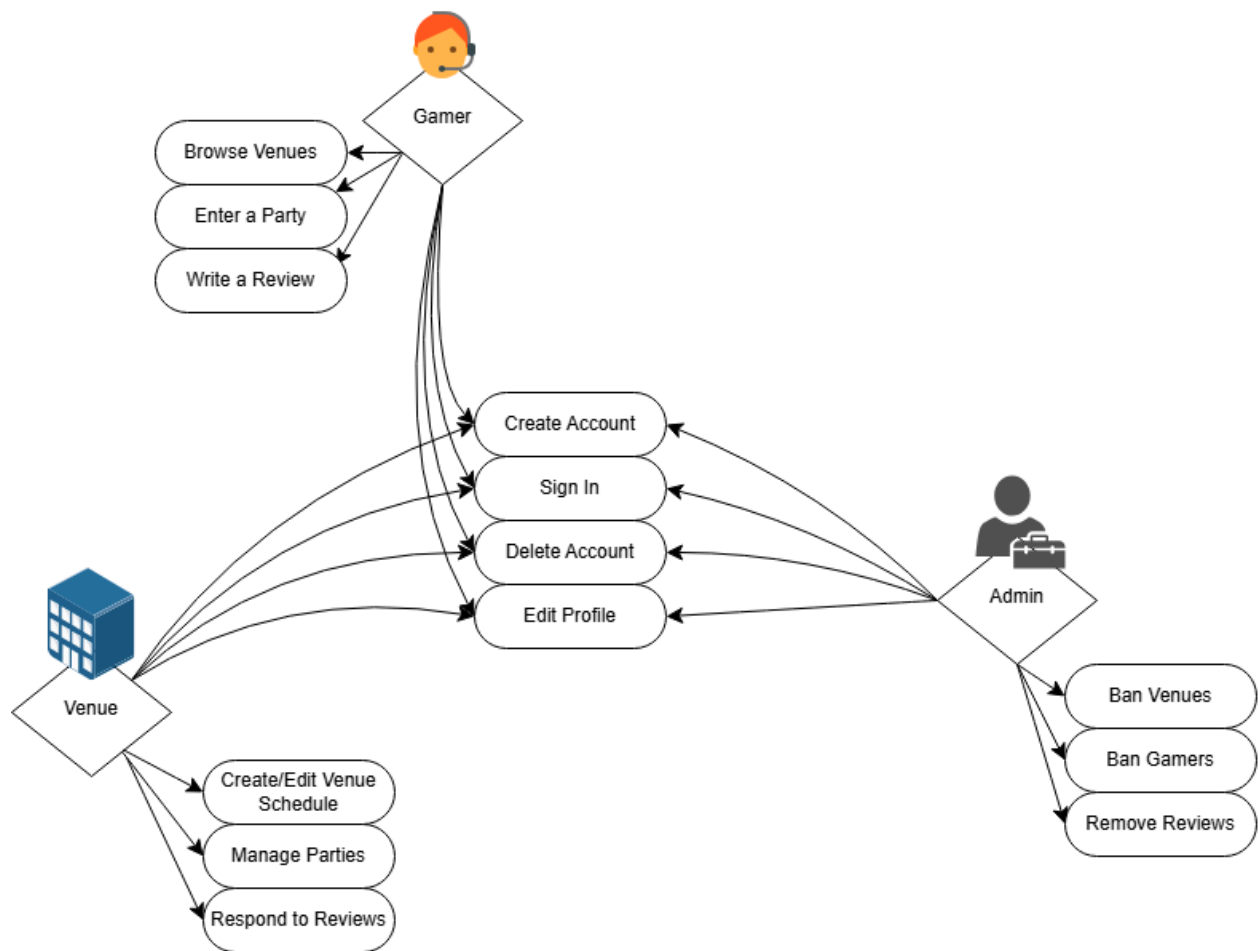
Carlos Taylor, Veronica Nahser, Carter Gibb

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:

