***Design Requirements***

**Problem**

The problem we are exploring is the gender inequality in games which specifically includes two aspects: the lack of presence of women in video games and bad influence of gender-based stereotypes on female gaming performance.

**Design principles**

**- User focused**

User experience is the main consideration. Whether we are designing a new female-preferable game or building up a talk room for female gamers, We take great care to ensure that they will ultimately serve you, rather than our own internal goal. Our registration and resources sharing would all be free. And any newly built tools and applications would be designed in the same principle to serve female gamers.

**- Friendliness and belongingness**

Results from previous research repeatedly show that support from community and the belongingness within a group are two key factors for us building our community for female gamers, as we know that to adopt game-based environments that foster more effective and positive forms of social integration between players, and encourage a greater sense of superordinate group membership, would help promote more favorable attitudes towards women within online gaming.

**- Effectiveness**

Every resource or function we have and share must work to have great and positive effect developing better community. Unnecessary and Irrelevant content would not be included in any forms in our community to ensure the great effectiveness to promote our designed community.

**- Database of resources**

As our community is built in the form of website. There are a great number of sources to supply Contents to be presented on the website. Database is thus a main factor in building such a resource-based web.

**Functional requirements**

* **User registration**
* **Interface for Game recommendation and Video sharing**
* **User chating room**
* **User inquiry window**
* **Contact information**
* **Comments**
* **news**
* **Data privacy**