

Advanced Web Development

Hp Killers Team

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**Proyect: lawyers firm´s web application // world of warcraft private server service**

**Problem**

We need a system that displays,organizes, configures users and shares different information about the client's world of warcraft ( WoW) private server. The web application should present the access to the WoW private server, give services as profile creation and configuration or access management, and show a dynamic and interactive user interface with different sections that meet the requirements.

For time issues, we would keep the web application as simple in processes as possible, trying to reach the different requirements that the client proposes.

**Overview**

In the field of massively multiplayer online role-playing games (MMORPG), the playability of the players is important, so increasing it will give a better experience, such is the case of our client who, through a web page, will offer a World of Warcraft (WoW) private server, which will give players from all over the world a new gaming experience, as well as the possibility of improving their avatars through an improvement market. A WoW server is a world of different characters and stories than the Original Blizzard server.

**Background**

The multiplayer online role, is a field that makes up a character sheet of a role-playing game. At the beginning of the game each player defines his alignment, his class and his background. WoW is the most popular. Players can enjoy different content such as Cataclysm, WotLK, Mists of Pandaria, and Legion.

The benefits of role play are to infer between users visual improvements and concentration necessary for healthy development, allowing them to assume the role or simulating real working conditions. The main objective is to learn, and be competitive to achieve a specific position, therefore your statistics and records are essential for this.