**Cloud-based Gaming Library**

Team of 2 - specification draft

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**General Description:**

This is an application where users have the opportunity to play any game they bought, from any computer using their MIST account. It also allows users to own games from a large collection without using too much memory from their personal computer.

**Registration (for both Users and Developers):**

The user/developer needs to first register into the application by selecting one of the 2 roles: user or developer. Both roles require a unique username, a password and the basic information like full name, email address and phone number.

**Admin:**

After the admin logs in, he can accept or deny games proposed by different developers.

**Developer:**

After the developer logs in, he can upload games he created, if the admin accepts them.

A logged in developer can also see how many times his games have been downloaded by different users.

**User:**

A user needs to login into the application where he will be able to see a list with all the games he owns. The list should be searchable by the game’s name.

A logged in users can also see the games store, where he can buy games from the developers by selecting the STORE tab from the platforms interface.