1.What goal will your website be designed to achieve?

The goal I intend to achieve is to create a website that can be used by gamers to share their opinions about the games they like, get more information about a specific game and show their game collections

2. What kind of users will visit your site? In other words, what is the demographic of your users?
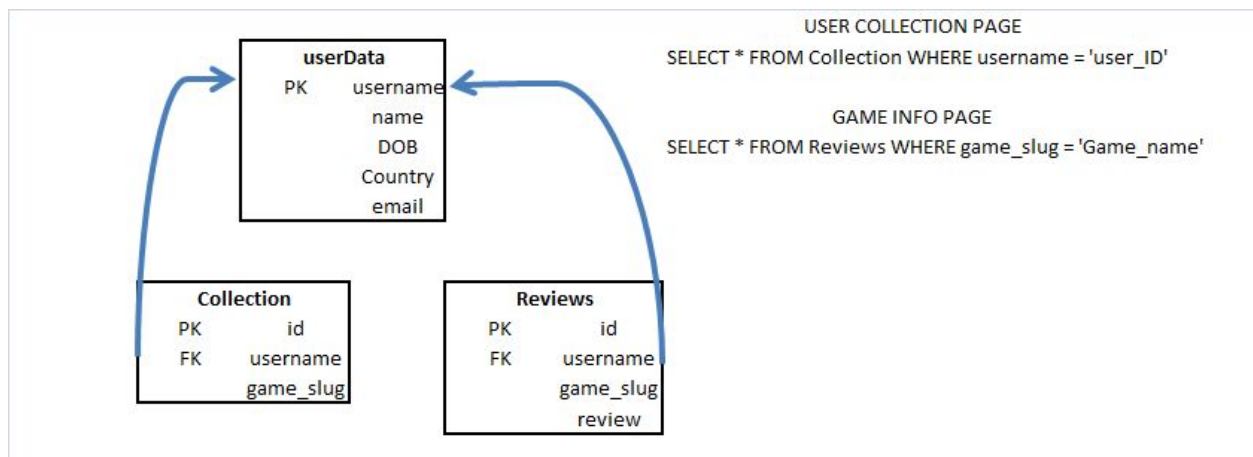
Gamers from the entire world could be the users of the site. Anyone that has an interest of knowing more about a game, a developer, or finding new games can use the site.

3. What data do you plan on using? You may have not picked your actual API yet, which is fine, just outline what kind of data you would like it to contain.

RAWG API is the biggest Gaming API and is free. Most of the data will be picked from this API. There is a chance I`ll use TWITCH API to show some games being streamed. But since there are more games than streamers, I'm not sure how I`ll implement that.

4. In brief, outline your approach to creating your project (knowing that you may not know everything in advance and that these details might change later). Answer questions like the ones below, but feel free to add more information:

a. What does your database schema look like?

Constraints:
- userData:
    - Can't have same username
- Collection:
    - Username can't have duplicate game_slug

b. What kinds of issues might you run into with your API?
- Games might not be found. To fix that I`ll redirect the user to the main page.

c. Is there any sensitive information you need to secure?
- Passwords need to be protected.

d. What functionality will your app include?

e. What will the user flow look like?
- In a quick search, the user doesn't have to be logged in to make a search or check a game. If he wants to leave his opinion, he will need to log in, search for the game and add a review, or rate it.

f. What features make your site more than CRUD? Do you have any stretch goals?
- In the collections page, a list of other users that have the same games you have will show up, showing some contact information so the user can start creating a network to play online, or just have a chat with other gamers.