

Mobile Application Development Term Project Phase 1

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Project topic: Social Media for gamers

Description:

This app is a social network for sharing your taste in video games. You can use it as a diary where you can take notes about the video games that you’ve played, or keep track about the ones that you didn’t play yet. While doing that , you can follow the profiles of your friends and do much more...

Scenario:

Jonathan (22) wants to play a new video game that came out last week. But before buying it, he wants to know what does his friends think about it.

He opens the app and sign in via his e-mail address. Now he has different options in order to reach the reviews of his friends about the game;

the first option is to find the game in the main page and after selecting the game he can reach the reviews made from his friends.

The second option is to search the name of the game from the search bar and reach again the reviews from there.

The third option is to search the name of a specific friend from his friend's list, and after selecting the profile of the friend, he can reach the review of that game (if the friend has reviewed it).

If he decide to buy the game after he read the reviews of his friends, he can add the game in his "wish list" where he can keep track of the games that he wants to play, but didn't play yet.

After playing the game he can add it to his "game's list" in his profile and add a review about it, so that his friends can read the review and decide if the game is worth it to play.

Use Case Diagram:

