

# FPT GameHub Platform

## Mentor

Pham Thanh Tri

## Team Members

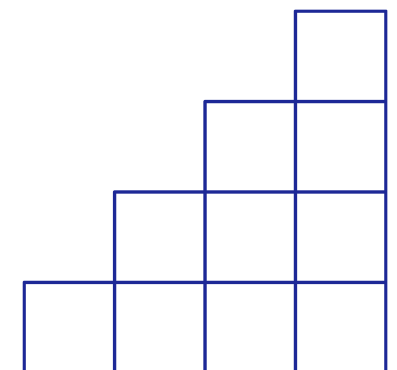
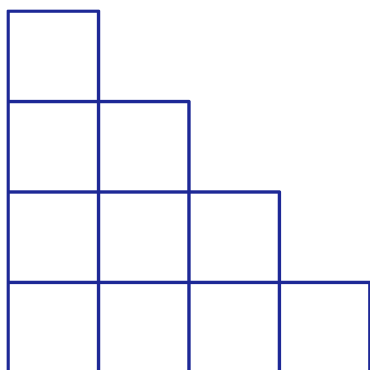
SE172520 Quach Hoang Huy (leader)

SE171871 Tran Tham Anh Toan

SE172090 Nguyen Hoang Anh

SE172277 Vu Le Lam Hoang

DE160256 Bach Doan Vuong



# Our Team



**QUACH HOANG HUY**  
Frontend, Backend



**TRAN THAM ANH TOAN**  
FrontEnd



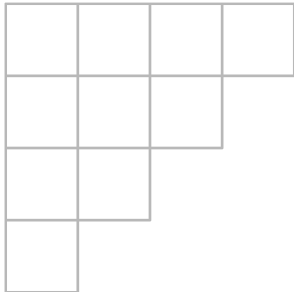
**BACH DOAN VUONG**  
Frontend, DevOps



**VU LE LAM HOANG**  
BackEnd



**NGUYEN HOANG ANH**  
Backend

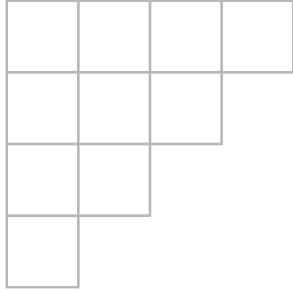


# Agenda

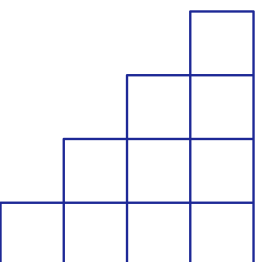


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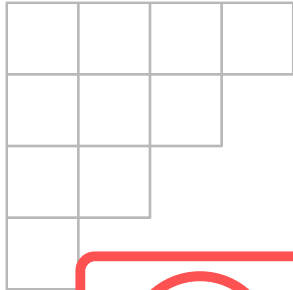
# CONTEX T



The gaming industry is expanding rapidly, and there is an increasing demand for platforms that support game development and publishing. FPT University students, especially those enrolled in the PRU221 course, are keen to create and share their games or game assets, but lack a centralized platform to do so. This growing interest presents a unique opportunity to support FPT students with the right tools to bring their ideas to life.



# PROBLEMS



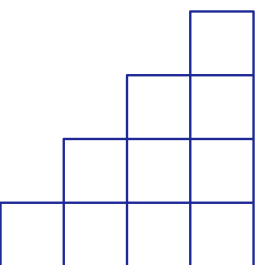
FPT students lack a dedicated platform to showcase their game projects and design assets.



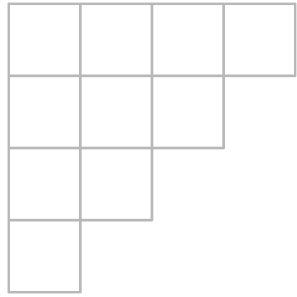
Game development students have limited resources to deploy their products due to high costs on global platforms like Steam or Epic.



PRU courses and game-related subjects need a centralized space for students to publish and review each other's works.



# SOLUTIONS



Platform dedicated to FPT students in Game Development and Graphic Design



FPT Student register as developer or designer to share creative works



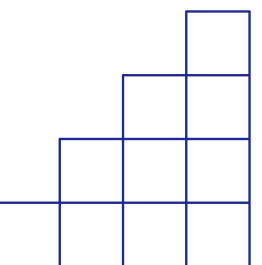
Upload, sell and showcase game projects, desing asset on GameHub platform



Cost-effective alternative to global platforms



Centralized hub for course project submissions



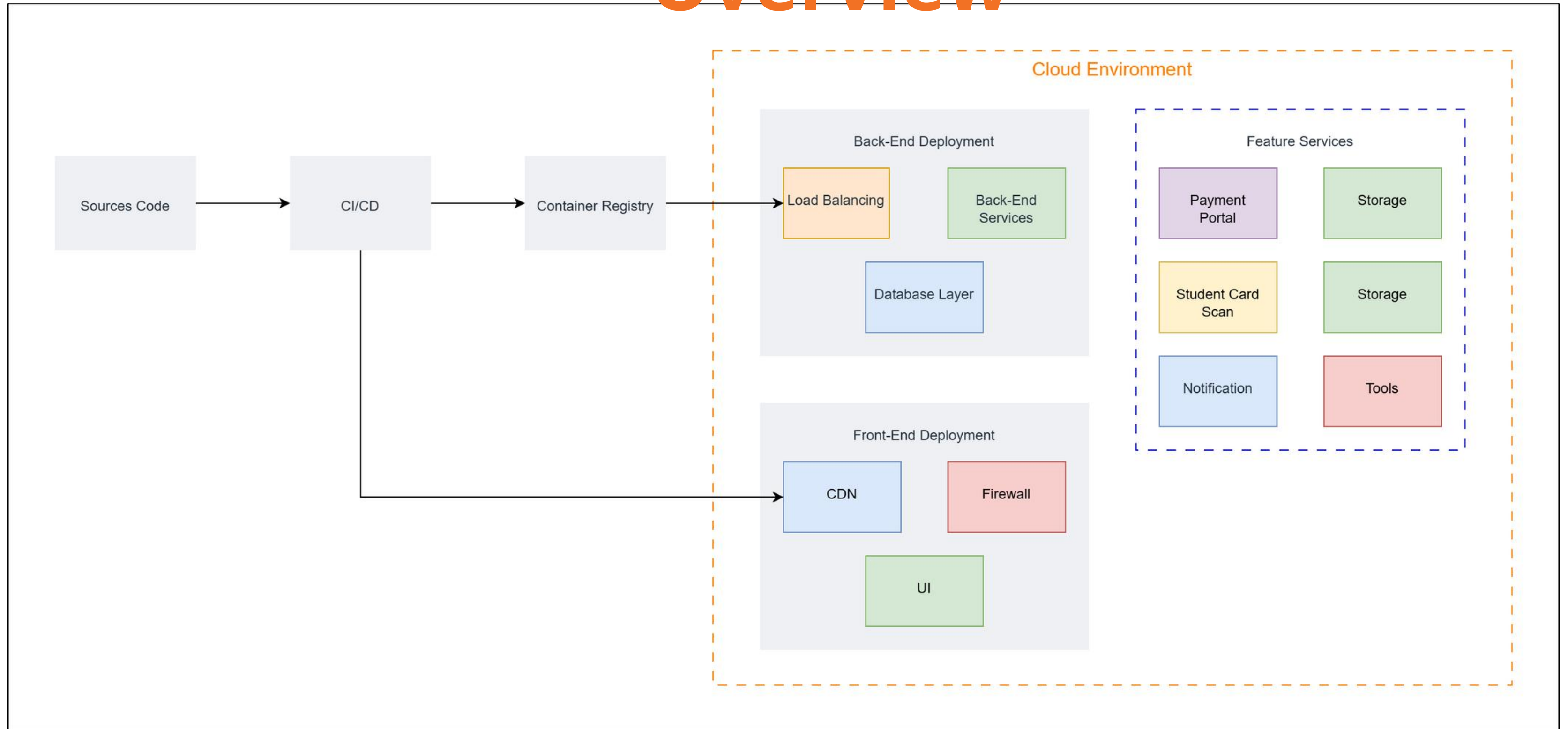
# Technologies



Category	Tools / Infrastructure
Technology	NextJs (Front-End), .Net (Back-End), Python serverless (feature services)
Database	MySQL, MongoDB
IDEs/Editors	Visual Studio Code, Visual Studio
Diagramming	Draw.io, Visual-Paradigm
Documentation	Google Docs/Sheets
Version Control	GitHub (Source Codes), Google Drive (Documents)
Deployment server	AWS Web Service
Project management	Trello (Tasks, Defects), Google Sheet (Schedule)

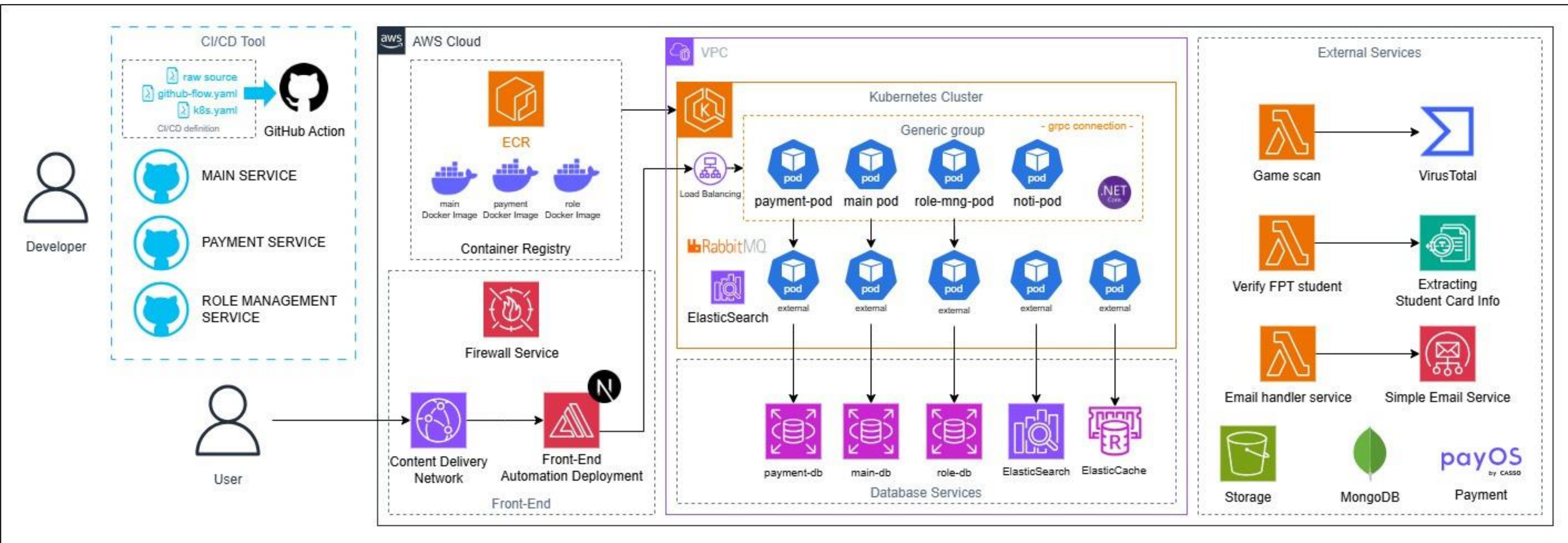


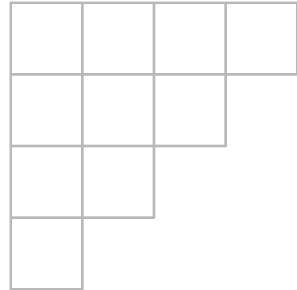
# System Overview





# Deployment

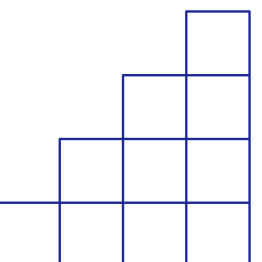


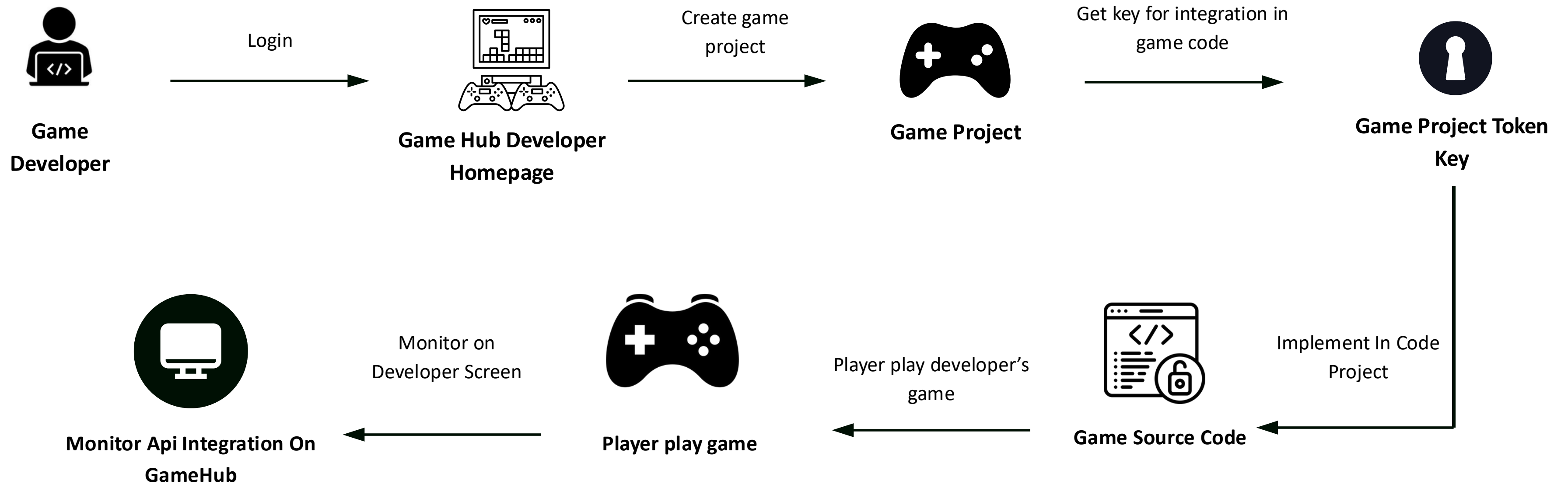


# Feature Overview



- ◆ Developer Integrate GameHub API To Manage Game Player Account And Game Player Purchase Game Items
- ◆ FPT Student Request Confirm Student Account To Register Account Developer or Designer
- ◆ Developer Release a Game Packages
- ◆ Designer Release a Game Asset
- ◆ Customer Buy Game Package/Game Asset





## MAIN FLOW 1:

## IMPLEMENT GAMEHUB API IN DEV GAME PROJECT



FPT Student

Authenticate FPT Student Account



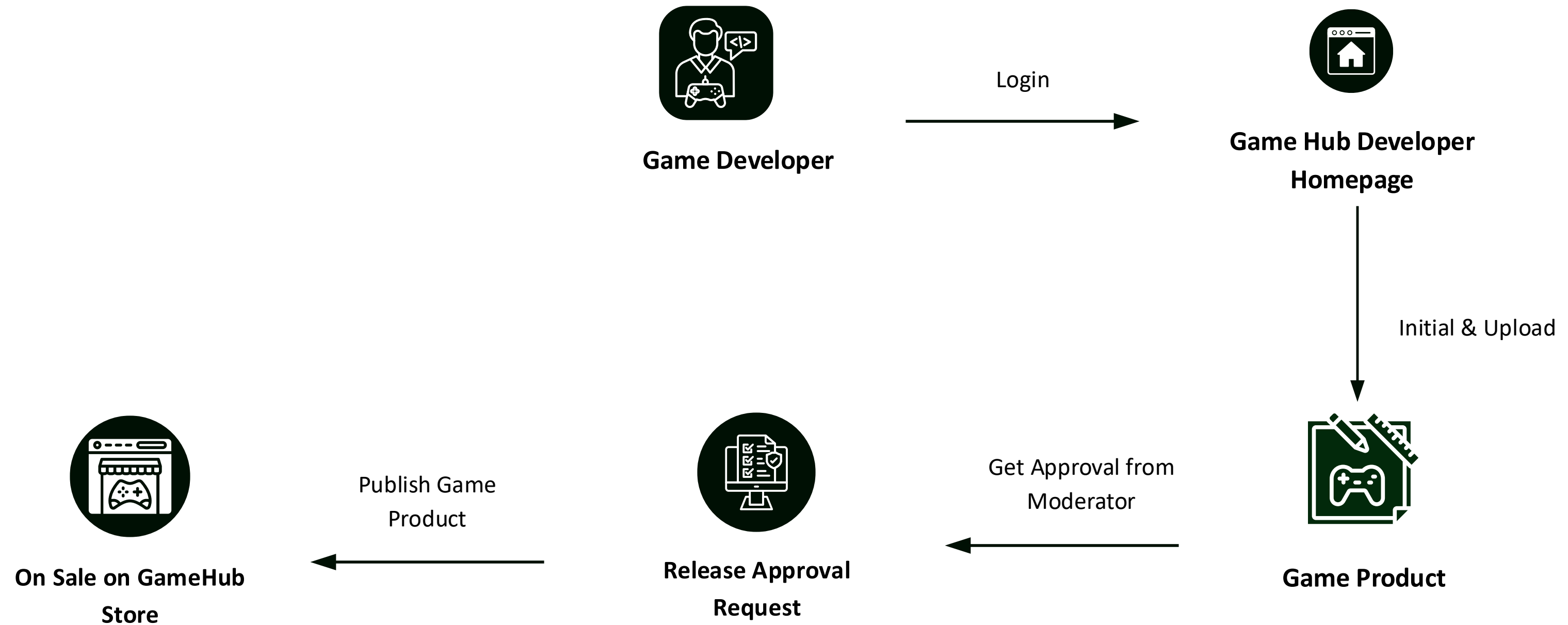
Register account dev



Game  
Developer/Designer

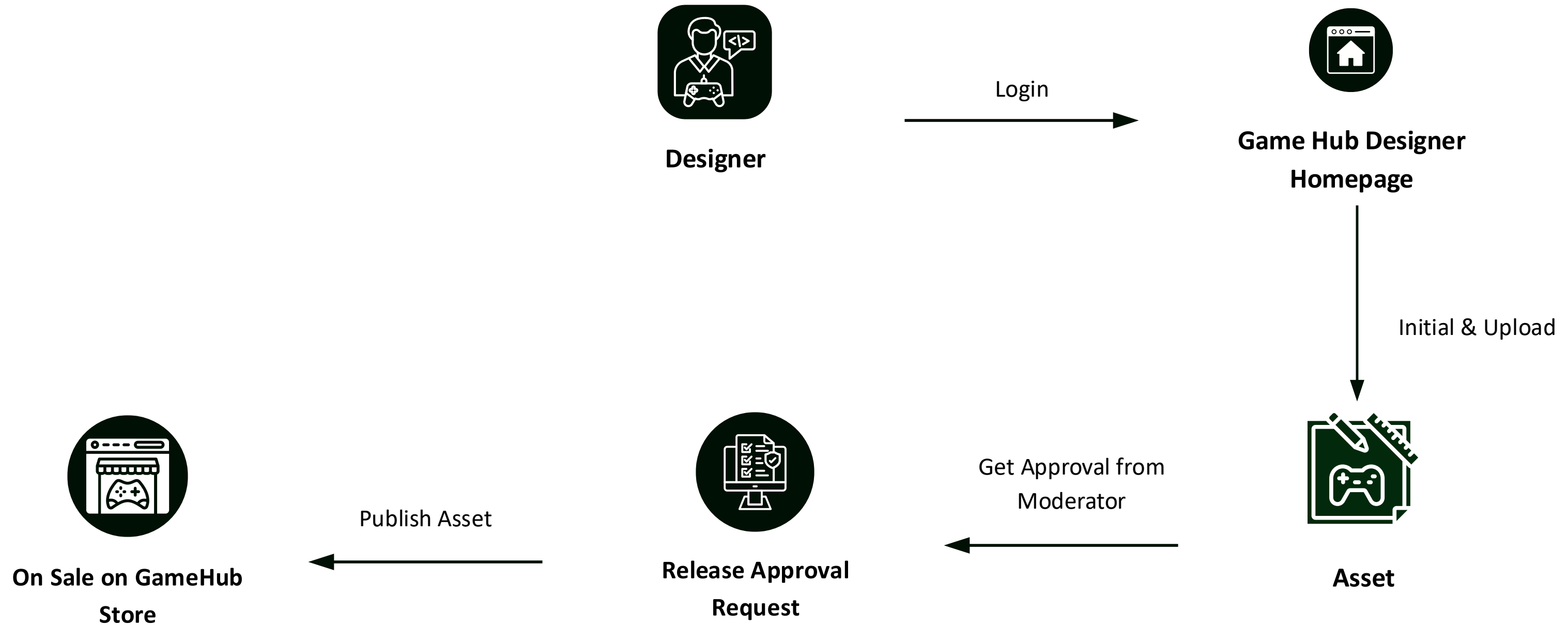
## SUB FLOW:

## REGISTER FOR DEVELOPER/DESIGNER ACCOUNT



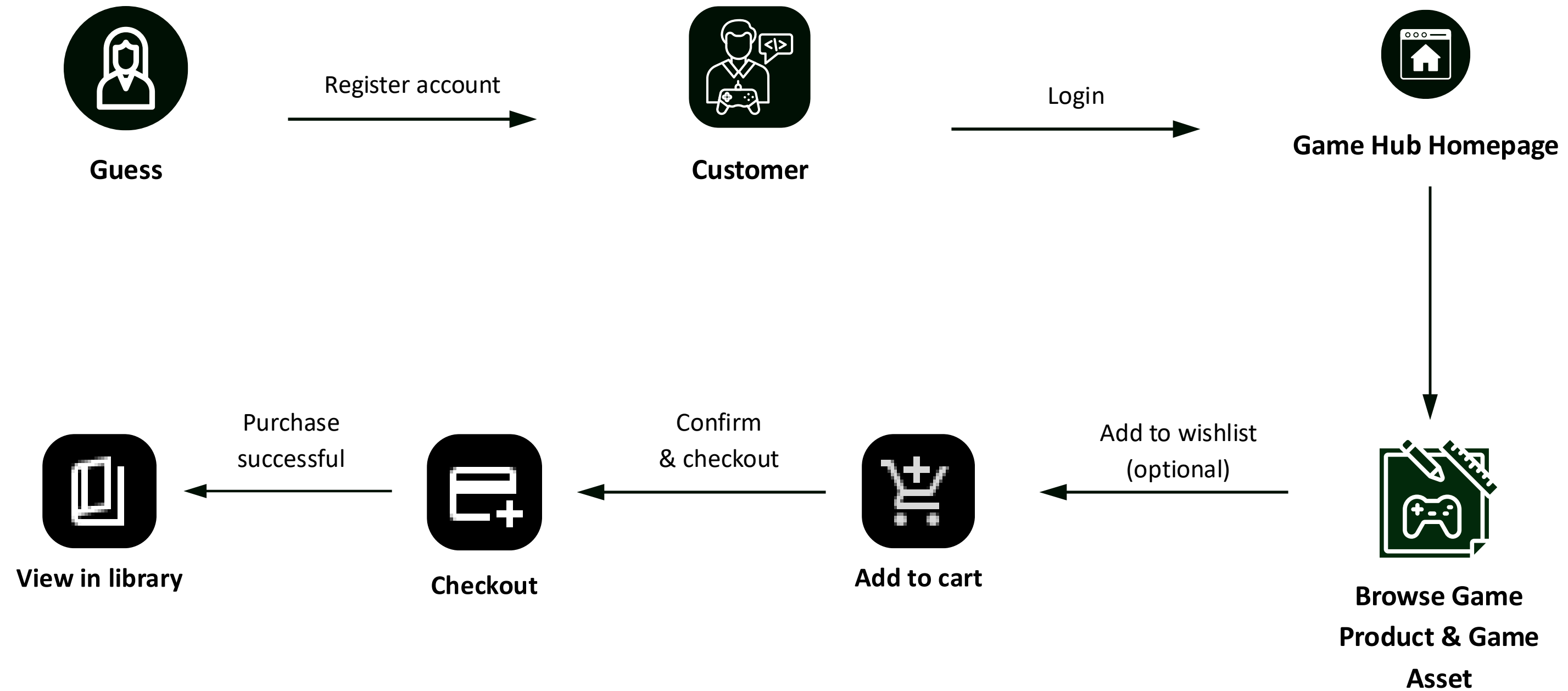
## MAIN FLOW 2:

## DEVELOPER RELEASES GAMES ON PLATFORM



### MAIN FLOW 3:

## DESIGNER RELEASES ASSETS ON PLATFORM



## MAIN FLOW 4:

## CUSTOMER BUY GAME AND ASSET





**MANAGE ROLE BASED ACCESS CONTROL**

**MANAGE GAME API COLLECTION**

**MANAGE WISHLIST**

**MANAGE DISCOUNT**

**MANAGE SUPPORT TICKET**

**MANAGE CUSTOMER FEEDBACK**

**MANAGE DEVELOPER DOCUMENT**

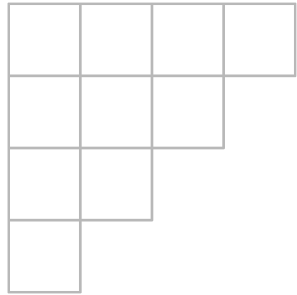
**MONITORING DASHBOARD**

**OTHER IMPORTANT FLOWS:**

**08 FLOWS**



# Limitation



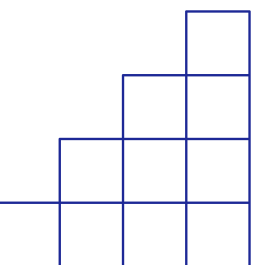
DEPENDS ON 3RD PARTIES



LATENCY BETWEEN MICROSERVICE



IMPLEMENT SUBSCRIPTION FOR PLATFORM



FOR YOUR  
PATIENCE

