Functional Requirements

- Accept customer input for payment such as: credit card number, credit card expiration date, credit card CVV, first name, last name, address, state, city, zip code, telephone number, email.
- Accept input to add more payment methods
- Accept input to sign up for premium membership such as everything described in the first bullet point plus a password to make renting easier & faster.
- Accept input for customers to get more info on a specific game.
- Accept input for customers to filter through games based on genre.
- Accept input for customers to add games to cart.
- Accept input for customers to rent games from cart **with 2 game limit max for regular members, and 4-game limit max for premium members.**
- Accept input for customers to purchase games from cart.
- Accept input for customers to choose shipping speed. **[remove -- default shipping speed is 3-5 days for regular, 2-day premium]**
- Accept input for customers to pre-order games.
- Output video games**[change -- current hot games; whatever is most in demand]** library as homepage.
- Output pricing & business model banner at top of the homepage.
  - Having pricing outfront isn't common business practice. Having a dedicated page for pricing is standard across multiple businesses.
  - **[response -- on the flip side, a quick synopsis of pricing and perks can bring in new customers without forcing them to take any action. chances are they will be intrigued immediately if they are in the market.]**
- Output whether or not games are available.
- Output description of game.
- Output filter for games to filtered. **[note - filter by system]**
- Output list of items in cart.
- Output customer premium membership info such as: order history, login info, **shipping info**, and payment methods.
- Able to compute total cost amount for cart
- Timing & Synchronization ??? **[i second this, ??? what is this in regards to? ask prof]**

Non-Functional Requirements

- Response time will be fast. **[needs to be specific -- this is too ambiguous. Response time and confirmation of order in 24 hours on business days M-F].**
- Have a massive video game library. **[not entirely necessary, maybe just popular games, but we should discuss this with prof to see if massive customer database is ok or if we should have massive gaming database too]**
- Save customer data, so they don't have to re-login every time they visit our services.
- **Cheap video game rentals ($2/week) without any late-fee penalty.**

- Available in the contiguous United States.
- Able to add future games **with ability to pre-order.**
- 2 day shipping speed for premium members.
- 3 ~ 5 business days for non premium members.
- Recover from failure by being all or nothing, no half transactions allowed.
- Rollback feature if necessary.
- Ability to turn off payment services for any maintenance.
- Services are available 24 hours a day.
- **Data sharing will be** secure; customer data will not be sold for whatever reason.
- Trustworthy; customer data will only be used for our services. No more, no less.
- Rented video games are in operable performance.
- **Mobile app** on the App Store & Google Play
- Able to run on multiple browsers.
    - Chrome, Firefox, Safari, Edge?