In the second phase of the project (design report), you need to provide UIs and SQL queries (User Interface Design & Corresponding SQL Statements part) for functionalities of your system. Below, you can find the ones that will be checked. Two of them are common among all project groups and three of them are topic specific. Notice that you may need to alter your E/R diagram to capture all these functionalities.

In the implementation phase, you will share these functionalities among group members. One group member will be responsible for two common functionalities, while each of other three members will be responsible for one topic specific functionality. Groups with three members will select two of the topic specific functionalities. Common functionalities are still mandatory for them.

COMMON FUNCTIONALITIES

1. Signup and Login functionalities for different user types, if there are no several user types available, admin should be considered.
2. Additional functional requirement that you introduced into the project context. You should discuss this functionality with your project TA to make sure the scope of the functionality is sufficient.

TOPIC SPECIFIC FUNCTIONALITIES

Video Game Digital Distribution Service

1. Buy a video game (by a standard user)
   a. Listing all available video games and apply filters
   b. Select a video game and see its features like price, genre, minimum requirements etc.
   c. Buy the game and download it. (See bought games in the user's library. In the library the user should be able to see which games are already downloaded.)
      i. Uninstall a game in the library
   d. Comment and rate (by a user and by a curator)
      i. Users should be able to follow curators
2. Publish a new video game/ Update an existing video game (by a developer company)
   a. To publish:
      i. Specify the name, description, category etc.
      ii. Send a request to a publisher company for approval to publish
      iii. Publisher company may approve or decline
         1. Developer can send a request to another company if declined
   b. To update:
      i. List developer's own games and select the one to be updated
      ii. Specify the description of update and new version number
      iii. Let user download the update if that game is installed

3. Build a mod for an existing video game (by a standard user)
    a. List all available games and select one game to build mod for.
    b. Specify mod name, description etc.
    c. Other users should be able to list available mods for a specific game
    d. Download a mod
    e. Show downloaded mods for owned games in the library
    f. Select and uninstall a mod

Media Services Data Management System
1. Watch a Media File (by a standard user)
    a. Users should be able to create channels and modify them adding media files into them. For each channel, many genres can be chosen.
    b. List all the channels created by the user on the main page. Leave Feedback on Medias (by a standard user)
    c. Inside the channel, list both the movies added by the user manually and the movies that are similar to those in terms of genres in two different UI
    d. Store watched status for each movie to continue where the user left. In order to simulate watch action, provide 2 UI controls, named watch and finish. For a user to be able click finish, 3 times watch action should be taken by the user.
    e. Store the progress for series in the same manner. Direct the user the next episode to watch.
2. Leave Feedback on a Media File (by a standard user)
    a. Each media file has a profile page, in which the comments are listed by the user according to date, sorted by recent to latest.
    b. Under the profile page, list the similar media files in terms of genre.
    c. Users can rate the movie in 1-10 scale, only if they watched the entire media file.
    d. Users can leave many comments under a media file. These comments may be replies to other users' comments as well.
3. Publish a Media File (by a company user)
    a. Each media file will be published in the system by different company users, the producer of the media.
    b. While uploading, a company user should be able to pick genres, with limited number of choices. For tv series, seasons and episodes should be ordered correctly by the company user.
    c. Each user can list all the media files uploaded by them and do certain search, sorting, filtering on them on the same screen.

Music Track Data Management System
1. Main Functionalities (by a standard user)

a. In order to put songs into a playlist, the user has to buy it beforehand. You need to keep track of money each user has on his account. User can not buy a music product (Song or Album), if he/she does not have enough money.

b. Users can specify genres for playlists to categorize them.

c. List all the songs including the ones inside the albums bought by the user. Users can do certain searching, sorting, filtering on songs on the same screen

d. List all the playlists of the user.

e. Users can send friend requests to other users, if accepted, see their activities on their wall.

2. Leave Feedback (by a standard user)

a. Each music file (Song/Album) has a profile page, in which the comments are listed by the user according to date, sorted by recent to latest. List the songs, if the file is an Album.

b. Under the profile page, list the similar music files in terms of genre.

c. Users can rate music track in 1-10 scale, if they bought the product.

d. Users can leave many comments under a song/album. These comments may be replies to other users' comments as well.

3. Upload a Song/Album (by an artist user)

a. Artists can upload a song/album into the system. They can pick genres for their music products, with limited number of choices. They can also determine the price for the product to be bought.

b. For uploading an album, songs should be defined and ordered.

c. List all the music products of the artist on the welcome page. Artists can do searching, sorting, filtering on their songs according to user feedback cumulated.