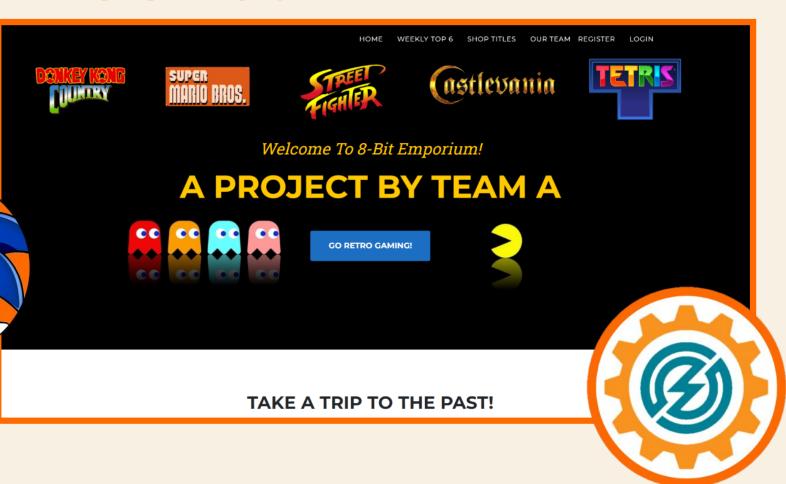


## **ABOUT US**

We are Team A of Revature's Cohort 23052022. This project aims to provide a conceptual platform for prospective retro gamers to purchase and engage with video games from the past!











## GOING RETRO

#### START

Retro gaming is about reliving the nostalgia of our childhood memories and rediscovering the magic of what made video games great!

#### EXPLORE

With 8-Bit Emporium's platform, you can explore a select variety of our featured retro game titles!

#### RANKINGS

Ranking system will become more dynamic as more users interact

#### WEEKLY TOP TITLES

The top 6 games will become part of our featured titles based on weekly polls and user inputs and interactions!

#### EXPANSIONS!

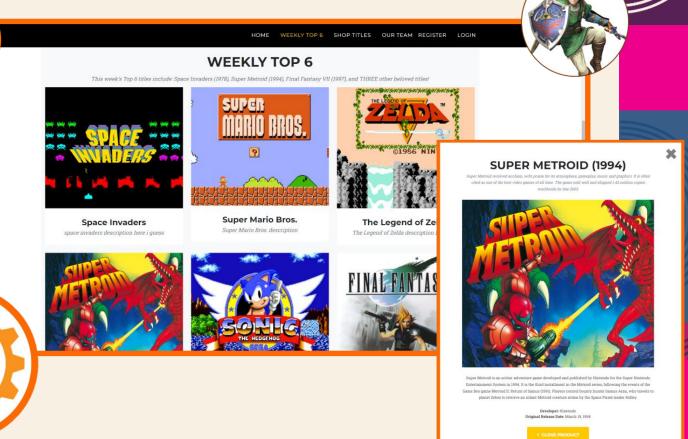
Be immersed alongside a growing community of retro-gamers!

## **DYNAMIC RANKING SYSTEM**

#### **USER VOTED RANKINGS**

A dynamic user-centered ranking system will be part of 8-Bit Emporiums shopping experience where users can vote on retro titles and show up in the weekly top 6.

These top titles will offer exclusive collectibles and extra goodies that comes with the purchase!





## WEEKLY TOP 6

#### **EXPLORING RETRO**

Our weekly top 6 will be titles with the most user traffic based on interactions, favorites, purchased, or weekly polls.

#### **TARGET AUDIENCE**

All Ages!

#### **COST SAVINGS**

The top 6 titles will have reduced prices based on competitive US market data.

#### **EASY TO USE**

No need to cross-check prices from other sources. 8-Bit Emporium is a hub that will do the work for you!

## LISTED TITLES +



#### **CROSS-GENERATION**

8-Bit Emporium titles are not limited to one generation of consoles or genre of games. As soon as they are available, they will be up for purchase!

#### **VERSION AVAILABILITY**

Different remakes and remasters blurs the line of what makes a title "retro" or not. For fans of game franchises, 8-Bit Emporium offers any version regardless whether it is a remake or remaster...

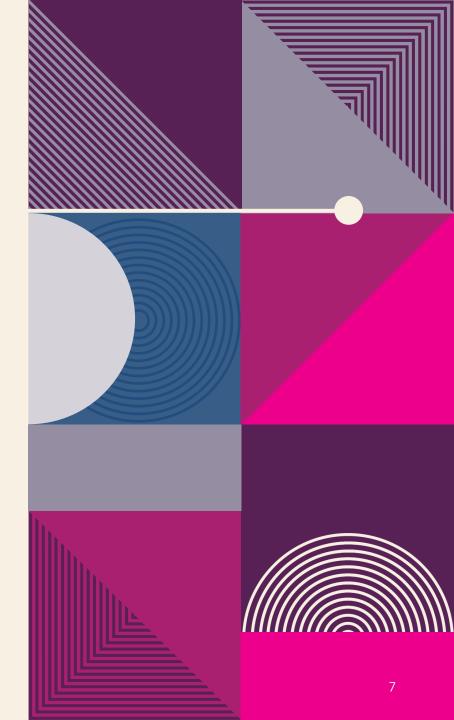
#### **GENERATION SPECIFIC**

Retro games are not immune to console exclusivity. 8-Bit Emporium allows users to tell whether a title is exclusive or not without any hassles.

#### AUTHENTIC

Titles are authentic, but of course if titles become available to play on emulators, 8-Bit Emporium allows offer the freedom to do so by





## **SUPPLEMENTARY TOOLS USED**

Paint.NET



Visuals and cosmetics asset creation

**SVGator** 



Scalable Vector Graphics for interactivity and screen-space readability

Font Awesome



Pre-made fonts and other webpage necessities to save time

## WEB ASSET DIFFERENCES

Comparison to show importance of scalable vector graphics (SVGs)



#### retroGameService.html X # gyles.cs <body id="page-top"> chay class "navbar navbar-expand-lg navbar-dark fixed-top" id-"mainNav"> cbutton class="navbar-toggler" type="button" data-bs-toggle="collapse" data-bs-target="WhavbarResponsive" aria-controls="navbarResponsive" aria-controls="navbarRe cdiv class-"collapse navbar-collapse" id-"navbarResponsive"> <!! class="nav-item"><a class="nav-link bhl" href="#services">About Usc/a></!!> cli class="nav-item"><# class= nav-link" href="#portfolio">Neekly Top 6</a> class='nav-item'><a class='nav-link' href='#team'>Our Team </a> class="nav-item"><a class="nav-link" href="#contact">Register</a> <!! class="nav-item"><a class="nav-link" href="#contact">Login</a></!!> (div class="container") <div class="masthead-subheading">Welcome To 8-Bit Emporium(</div> csection class-"page-section" id-"services"> (div class= container') cdiv class-"text-center"> ch2 class="section-heading text-uppercase">Take A Trip to the Past(</h2> <h3 class="section-subheading text-muted">Project Created By: </h8> th3 class="section-subheading text-muted">Diego Ortiz, Edward Kennedy, Jacob T. Linao, and Eric Sweeten (/h3> <img src="assets/img/aboutUsLogo.png" alt="..." /> (p class="text-muted">We are Team A of Revature's Cohort 23052022. This project aims to provide a conceptual platform for <img src="assets/img/getStartedLogo.png" alt="..." /> ch4 class="my-3">Start Retro!</h4> on classs text-muted ">Retro gaming is about reliving the nostalgia of our childhood memories and rediscovering the mag

# WEB TECHNOLOGIES









## WEB TECHNOLOGIES



**HTML** 

8-Bit Emporium's web page structure is built on an HTML backbone

EZZ

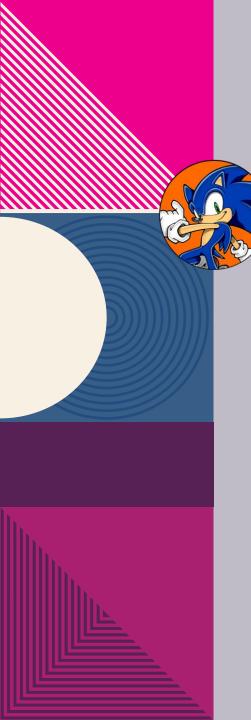
**CSS** 

CSS is used to add a modern aesthetic to make the web page appealing!



**BOOTSTRAP** 

For a responsive web page design with mobile-first front end web page philosophy



# LANGUAGES & TOOLS





#### C#

API and MVC application building



## VISUAL STUDIOS

Primary tool where the bulk of our applications are made.

Front-end to the API controllers.



**SQL** 

Database design

Database structuring



### STUDIO CODE

Initial stages of developing the front-end was done through Studio Code.

Wide variety of extensions available.

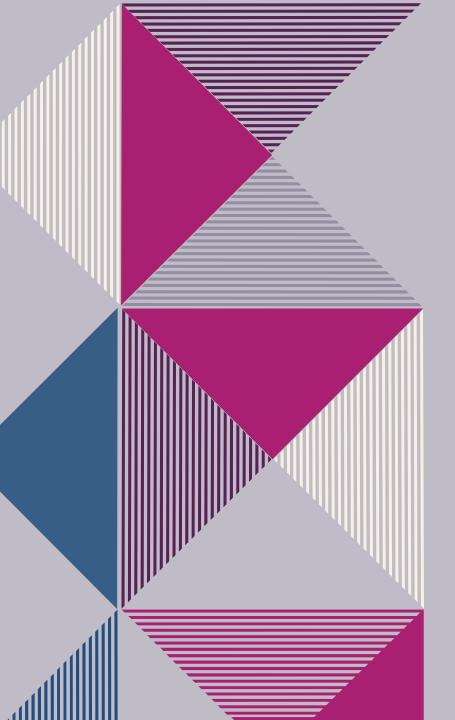
EXPANDED SHOPPING EXPERIENCE

#### **SHOPPING FEATURE**

Better shopping functionality will be implemented as variety of titles are added to the shop

Security functionality to be expanded to cover a wider geographic locations to more merchants!





## SUMMARY

Avid gamer Eric Sweeten brought up the 8-Bit Emporium project with the idea of providing a place to foster a platform to engage in retro gaming.

Alongside Diego, Edward, and Jacob, the 8-Bit Emporium team worked hard to create a brand new platform where anyone can reconnect and shop for retro videogame titles with competitive prices!

# THANK YOU Project by Team A - Cohort 23052022 Diego Ortiz Jacob T. Linao Eric Sweeten Edward Kennedy