The goal of this project is to provide a place for video game modders to upload and showcase their work, as well as a place for gamers to view and download the mod author’s work for their own personal use.

The anticipated demographic for visitors to this site are individuals interested in the games where modding is supported, and where there is an active modding community.

The data used will be user login information, images, text and file archives.

The database schema is relatively simple, with 4 tables

* Games
* Mods
* Users
* Images

The major issue I anticipate with the api is storage space allowed. For the purposes of this project I will be using Google Drive’s api, but will not be investing any money into it unless the site actually gets posted to the general public.

The only information that will be requested from the users that is required is their email address.

The functionality included in my app include, but may be expanded upon:

* User login authentication
* Uploading of file archives
* Uploading of images
* Downloading of file archives

The user flow is as follows:

* Accessing the site
* Displayed a page of the most recently uploaded mods
* Finding a mod
* Viewing the mod page
* Downloading the mod

The features that make this a CRUD app are:

* The creation of users
* The creation of mod pages with files
* The viewing of mod pages/files/users
* Being able to update mods with new features/descriptions/requirements
* Deleting mods