CSC309 Project Proposal

Team 042 (the 'PLAYER ONE' platform)

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- **Overall Purpose:**

We want to develop a game rating website for players/professional agencies to rate the games on the market, allowing them to exchange ideas and make recommendations. We will have the game profile, basic overviews, professional comments and also general users' comments for each game. Any player who wants to play the games can use our website to view other players' comments, and also gives their ideas about the games they have played.

- **User Profiling:**

  - Admin: The admin has the highest access right on the site. In the **Admin** section below, there you can find what the admin is capable of. Admins have a way of accessing the admin panel, probably by clicking an icon that only exists for the admin user.

  - User (User profile will include a short bio, a name, and an icon. A user can modify their own profile information. Users are also allowed to change their password for the login provided they are at a successful authentication state.) There are two levels inside the user category, namely

    - Professional: A professional agency that rates games, able to give a score, possibly out of 10 total marks, by rating on all different aspects.

    - Player: An everyday game player, able to leave comments for games and give a YES/NO recommendation. A list of tags of game types that the player is interested in. (Professionals should be *unbiased* and hence do not have game type tags associated with them.)

- **User Authentication and Authorization:**

  - **Authentication**: A general user(player) can sign up with their email address and set up a username and password. A professional needs to contact the admin so that the admin can invite the professional user. The purpose of this is to not allow general users to register themselves as professionals.

  - **Authorization**: Though we allow unauthenticated users to view the games, they are not allowed to rate or leave comments. Only professionals are allowed to perform certain actions. For example, instead of choosing to recommend or not to recommend a game like a general user, a professional can give a detailed rating (using numerical scores) and long comments on each game, which will be highlighted in the game page. And only admin can view a list of users and add/update/delete them. Such actions will require authorization.

- **Data:** We will maintain our own database including game data set and user data set.

  - We will need game data, which includes all the games on our site and have the game name, representative game picture in it. We will also need comment data, including both professionals' reviews and normal player users' comments (we will also need to keep track of the number of "likes"). User information data would include the user's username, bio, hashed password (not sure about this one), avatar, and statistics about likes, etc.

  - *A Description of how users can mutate the data:* (a) Admin will be able to edit both game data set and user data set. They can add to or delete games and their reviews/comments, and also manage users' data set. They can add or delete any user, also change users' passwords. (b) Users can edit their own account information, including their profiles and comments/likes.

- **Views: (Please check the blue_print.pdf submitted together which includes pictorial descriptions of our design of views)**, below is a general description of what to show on each view.

  - Main view: highlight top-rated or featured games, list games by categories

  - Game view: a representative photo for the game, together with rating info (score by professionals and recommendations, in percentage, from

general users). The popular comments will be displayed next to the photo and below will be a section for professional users' review and general user's comments.

- ○ User view (Account Page): show user avatar, profile, saved games, recent activities, etc.

- ○ Sign in/up to view: Allows users to sign-in /sign-up, with boxes for the user to input information.

- ○ Administrative dashboard (this was not included in the blue_print.pdf, we are still finding a way to represent the information efficiently for admin): a list of users where the admin can mutate/add/delete users, regardless of professional or not, information.

- **Admin:**

  - ○ Admin is responsible for creating a professional user's user profile, and thus should be able to invite professional users. (Notice that we are doing this so that a normal player can't register themselves as professionals.)

  - ○ Admin should be able to see a list of all users as well as all their profile information. Should an occasion that the admin sees inappropriate content in comments/user profiles arise, the admin will have the right to modify the content or delete the user entirely as a penalty.

  - ○ Admin can also set/change passwords for users in the case that the user has forgotten the passcode.

  - ○ Admin can add new games/change featured games.

- **User Interactions:** There will be several ways for users to interact with our website.

  - We will show all users and guests a list of games with comments and ratings. We will pull in some game data from an outside source.
  - Players will be able to sign up as a user. They can then login and comment on or hit the like/dislike buttons for a game. They can also edit their profile.
  - Professionals will be invited by the admin.
  - Admin manages all games and user accounts.