* The goal of our system is to mimic “Backloggd”, which is a platform to discover, collect, and analyze your games.
  + The system offers features such as game logging, reviews and ratings, lists, and social interactions.
* In our system, we have multiple entities such as friends\_list, reviews, messages, users, game lists, list entries, games, and user entries.
  + In our schema diagram there are key relationship such as:
    - Messages: Allows users of the platform to communicate with other users.
    - Games and games list: Each game can have multiple games, and each game can belong to multiple list entries.
    - Friends and users: Users can make friends on the platform with other users through the friends\_list entity, which takes track of status of friend requests.
    - Reviews and Users: Users can write several reviews for different games.
    - Users and games lists: Users can have multiple games lists.
    - Reviews and games: games can have multiple reviews.
* Our overarching goal with this system is to allow users of the system to organize and keep track of their gaming preferences and history.
  + On top of that, it also serves as a social platform for gamers to learn more about a plethora of different games and see different reviews on games that can lead to a discovery tool for new games.