Peter Calbick

Mounir Chidiak

Leah Cloughley

*Team Gecko*

*Gamer’s Choice* Requirements Document

# Introduction (LC)

Describe the purpose of this requirements document and outline what it contains. The purpose of this document is to explain the functions of the Gamer’s Choice app. You will read about the function requirements for the app as well as different diagrams that outline further how the app will function. In the Class Diagram you will see the system objects, attributes and their methods. The Use Case Diagram will show the uses of our system. In the Use Case Scenarios, you will see the detailed description for each of our use cases of our system. Lastly, you will see the System Sequence Charts which will show the System Sequence Chart for each Use Case Scenario.

# Description Model (LC)

Requirements:

Basic Requirements

The app Gamer’s Choice will be available on both Apple and Android devices. An internet connection is required to access Gamer’s Choice because users will need to be able upload content so that other users can view it as well. An email will also be required in order to make an account and be able to interact on the app.

Processes:

1. Login Screen - New Account & Existing Account
   1. When initially opening the app for the first time, the user will be asked to either login to an existing account or to sign up for a new account. When a user is creating a new account, they will be prompted to enter their desired username. The password is to be entered next, has to be at least 8 characters, at least one number, at least one symbol, and at least one capital letter. The user will then have to input the password again to confirm it. The last part to create a new account is to enter an email address. To log in to an existing account, the user will just have to enter their username and password.
2. Feed - Home Page
   1. The Feed is the home page of the whole app. This is what users will see when they click on the app after logging in already. Users can scroll through their feed of popular and followed reviews. On each review, users can follow the user who made a post by clicking on Follow. Users will be able to favorite a review and share a review. They can also give reviews a thumbs up or a thumbs down by clicking on the icons.
3. Create Review - Users Review to Post
   1. When creating a review, users have a drop-down menu to select the game they want to leave a review for. Users will give the game a rating between one to five stars. Then, they create a title for their review. After that, users will write up their review and will select create.
4. Profile - View Reviews, To Play List, About
   1. The profile has the users profile picture, username, bio, followers count, a list of the users reviews, games on their “To Play List” and the about page. The profile picture can be changed by the user themselves by clicking on the profile picture icon and selecting where they want to get the image from. The user can edit their bio by clicking on the Bio icon. The user can scroll through their own reviews they have posted on their profile in the Reviews section. Clicking on the To Play List will show the users list of games they would like to play. The user can also click on the About section which shows the users favorite games and favorite genres.
5. Favorites - Favorite Games
   1. In order for a user to get to their favorites page they must first click the drop-down menu from the bottom of the screen. The user then selects Favorites which will take them to the Favorites list. From there the user can view any reviews they have added to this list as well as remove them by clicking review.

# Class Diagram (PC)

Attached File

# Use Case Diagram

Attached File

# Use Case Scenarios (MC)

Attached File

# System Sequence Charts (MC)

Attached File