**Gamer’s Choice Project Plan**

Team Gecko

**Team Members**

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1. **Introduction**
   1. (LC)**Scope and purpose of document** – In this document you will see our plan on how we will be developing our app Gamer’s Choice. Going through what we believe is the problem and opportunity our app will solve. Showing the benefits not only to our business but the benefits for users as well. We will take you through our system capabilities. Going over what each function of the app is doing. Our schedule will show how we plan to keep within the parameters of our time frame to complete our app. How our staff will be organized of who's working on what items. Lastly, we will go over how we plan to complete everything. How we will be meeting, how we plan in sync with what our latest draft is, and how we will be tracking if things change from our original plan.

Gamer’s Choice is an interactive app that let’s users create their own reviews for video games they have played and rate them based on their experience. The app will have a main page that is the feed. This will show game reviews by other users that the user follows. The following option will let users follow their friends, family and others so they can keep up with what video games others have played and the opinions of them. The app will have a “To Play List” this will let users create a list of their own with video games they have seen reviews for and has decided they want to play it. The profile in the app will let users customize their profile so they can personalize their account. The app will also have a favorites option where users can add games to their favorites and be able to view them in a list altogether. Lastly, the review option which is the basis of our app. This function will allow users to review games they have played and upload it for others to read.

1. **System Scope**

i.(PC)    **Problem/Opportunity Description** – The goal of this project is to allow people all over the world to share their thoughts about any game. It will allow them to connect with other reviewers, share their personal reviews, and follow their favorite reviewers.

The problem this project will solve is the trouble of finding good games to play and the difficulty of spotting bad games to avoid.

ii.(LC)    **Anticipated Business/Personal Benefits** –

By creating Gamer’s Choice, we are hoping we can create an application that uses like minded people to create a community for gamers. We hope this app will be a melting pot of all kinds of different people, with different tastes who will get to express themselves through games.

The users themselves will get a great opportunity of being around like-minded people who can share their thoughts on video games they have played. Users will get the opportunity to follow friends or Randoms to see their taste in games. They can set up a profile to express themselves. They will get to create a “Games To Play” list where they can keep track of games they liked the reviews of and keep it all in one place. They will get to experience games from multiple other viewpoints of other gamers. They might even learn things about games they played in the past that they didn’t know about.

iii.(PC)    **System Capabilities**

1.    Feed - The front page of the application. It will contain popular reviews and reviews from the people you follow in a list format.

2.    Follow - The ability to follow any reviewer you like and their posts will show in your feed.

3.    To play list - The ability to make a list of games you want to play based on the reviews on the application.

4.    Review - The ability to create a review of any game you want and post and share it with everyone.

5.    Profile - A personalized profile where you can create reviews and see your past reviews.

6.    Favorites - The ability to favorite a review.

7.    Search - The ability to search for a game and get a list of all the reviews for that game.

iv.(MC)    **System Context** – See attached documents.

1. (PC) **Schedule –** See attached documents.

1. (PC) **Staff Organization**
   1. **Team Structure** – Our team name is Team Gecko. Peter Calbick is our team leader and the tasks are split up between the group members evenly. We work individually on our assigned tasks and help each other when our tasks are complete.

1. (LC) **Tracking and control mechanisms** – We meet up regularly to go over tasks that need to be completed and divide up work to get done. Looking over the schedule to make sure that tasks needed to be done that week have priority. Using google drive to connect our documents to the cloud so all our changes we make are saved across partners documents as well. Helping out members when we have already completed our assigned tasks. This keeps everyone on time especially if someone is confused about their portion. We all have access to the schedule so as things change, we can all update it as necessary. We also communicate when changes happen so everyone is aware.