

Project Idea 2: Online Game Center

1. Game Library with Genre-Based Filtering

Users can browse or search games by filters such as genre (Action, Puzzle, RPG), platform (PC, mobile), or rating.

2. Game Slot Booking System

Players can reserve time slots to play specific games. The system prevents double-booking and supports cancellation/rescheduling.

3. Online Tournament Hosting

Admins can create and manage tournaments. Players can register, and the system schedules matches, records scores, and updates leaderboards.

4. Genre-Based Game Discovery

Enables users to search and filter games by genre, platform, popularity, or user rating, improving discovery and user experience.

5. Game & User Data Deletion (Admin Controlled)

Admins can delete games, bookings, tournament entries, or users. Deletion may be soft (flagged) or hard (permanent).

6. Game Match History Tracker

Maintains a full history of player match results, scores, and opponents across all games and tournaments

7. LEADERBOARD

reward point will show in leaderboard (player will play by their performance will get reward)