



UBISOFT

About Us

- A French video game publisher.
- Multiple popular game franchises
 - Assassin's Creed
 - Far Cry
 - Watch Dogs



Objective

Create a website that showcases
the company and it's products



Requirements

Functional

- Browse Games
 - Purchase Games
 - Pre-order Games
- Report Issues
 - Report Bugs
 - Report Players
- Display and Promote Games
 - Home page (Current promotions & Latest games released)

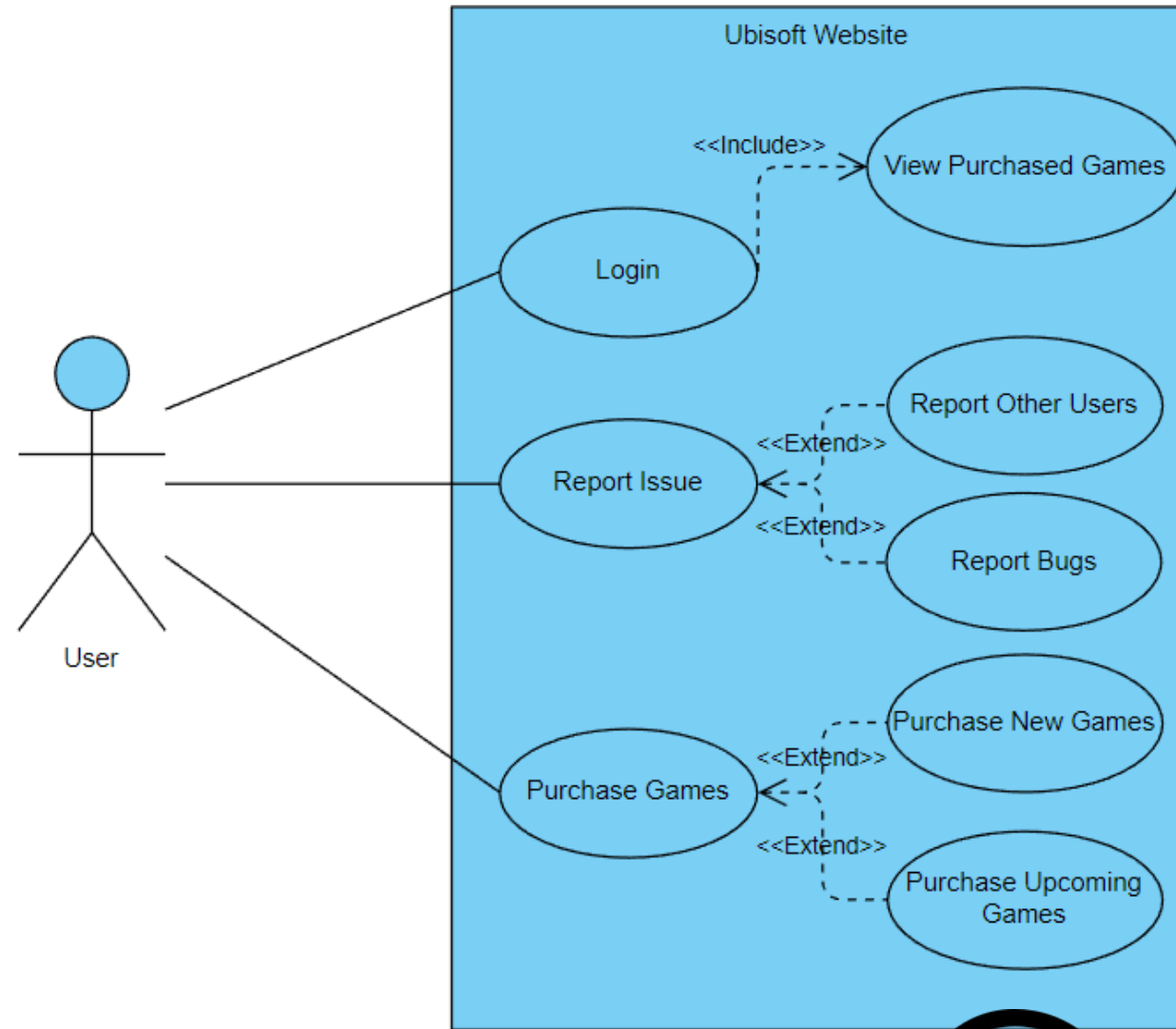
Non Functional

- Compatibility with Windows OS, Mac OS and Linux
- iOS and Android compatibility.
- Latest console browsers



Use Cases

- Login Page
 - View Purchased Games
- Contact Us
 - Report Other Users
 - Report Bugs
 - Sign up for newsletter
- Purchase Games
 - Purchase New games
 - Pre-order Upcoming games



GitHub Repository & Code Walkthrough

<https://github.com/momokamalz/ubisoft>



Questions and Answers

Q: What Is The Benchmark For Project Success?

A: The website needs to be functional and with some features implemented

Q: Who Is The Target Audience For The Work?

A: Gamers are the primary target of the system, however it accessible to people who would like to get in touch with Ubisoft as well.



Questions and Answers

Q: What Are Some Potential Barriers?

A: Learning Curve and Starting from little to no prior knowledge.

Q: What Impact Does Our Project Contribute To Our Client?

A: Creating an online platform for users to interact with and gain information about Ubisoft, grants exposure. Further, the ability to easily access games engages users to purchase and invest more time and money into Ubisoft.



Questions?

Vyom Devgan, Mohsin Mohammed, Guneet Singh

