

LARGE AND CLOUD-BASED SOFTWARE SYSTEMS LAB 1

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Subject: Outline the business system.

Good Game (GG) is a social catalog website for gamers around the world. It is a centralized portal where they can read or write reviews for video games of all kinds of platforms (console, desktop, mobile etc) and rate them from 1 to 5 stars. The idea is inspired by Goodreads, a well-known alternative for book lovers. Video games are expensive so reading reviews before buying a new game title is important for. There are already several channels supporting that features but every existing system has its own limitation. Game news websites such as Gamespot and IGN provide updated news, critics reviews from a variety of media sources. However, critics reviews are often biased and do not clearly reflect the influence of a game to the entire community. Many game titles are rated mediocre by critic reviews but end up being incredibly successful and warmly welcomed by players. The creation of a system where a number of players can contribute to the rating of a game is therefore crucial. In this manner, Steam can be mentioned as the most recognisable pioneer. It is the world's biggest game distribution platform where players buy games, play them, show off the amount of time they spend to play them and write reviews for them. However, its main function is still selling games for PCs. Other platforms usually have their own alternative such as Playstation Store, Nintendo Game Store, Google Play etc. Good Game is hoped to be the first and dominant player in the market with two main characteristics: centralized and driven by players. Its database must include nearly all games of most popular platforms and it must be a convenient and common place for game discussion. Within the scope of this project, we focus on two main features of the system: writing reviews and rating.

For posting reviews and rating the titles, the viewers will have an option to log into the system. They'll be able to log in by creating a Good Game account or by using their social media handles. Our system will have the functionality to delete the spam, self-promotional and commercial reviews immediately. The system will make sure that the reviews are based on original content. Reviews that plagiarize from another source or use copyrighted material without permission will be deleted. Moreover, images will be allowed too.

The ratings will be given from 1 to 5 stars with 1 being the worst and 5 being excellent. Average score of the game will be displayed on it's main page. Apart from this, Good Game will use an internal ranking system to list the most popular games on the homepage.

Good Game will not only have native apps for iOS and Android, but a browser version as well. This will result in a lot of traffic for the server side and because of the mobile apps, the system will be exposing it's RESTful APIs as well.

The actual system satisfies all criteria below:

1. It is absolutely a client-server-system, since all data must flow through server. In addition, it is deployed globally, when users are able to connect to the application from everywhere via internet.
2. For the sake of increasing the popularity, both browser and native app client could have a connection to our system.
3. As games are now playing important role in daily life of numerous people in the world, the demand to read and write feedback is therefore usually high. It results in the high load on our system.
4. Similar to the one mentioned in criteria 1, users from all around the world are capable of using our application, under the condition of having access to the internet.
5. We expect this system to be world-wide, therefore server-side will be in Google Cloud, in order to be scalable, maintenance and reduce cost of infrastructure.
6. The game market is huge, which means an enormous amount of games and active users. Different people have different taste in game, they require a truthful system of rating from real users who actually play the game before paying money for that. Therefore, the high number of interactions with this system is foreseen and the system is a data intensive.
7. Since it's data intensive system with an expectation of high active users from different devices, server side will expose RESTful API as a consequences.