**Proposal for *Online Game Scheduler***

**\***placeholder name**\***

**Purpose:**

To provide a online, interactive social gathering, to schedule video game events with friends and random people across various platforms. The result will be a website that users can access from any platform/operating system.

**Current Situation:**

At this time, most modern video games focus the player on cooperative play, with multiple friends via the use of an internet connection. Due to the vast amount of games in today's video game lineup, it can be time consuming and difficult to schedule a gathering of friends to play a game's online components. This often leaves the player stuck playing the games single player elements and not experiencing the online multiplayer sections of the game (which is the majority of the game these days).

**Goals:**

Allow the end user to have access to a personal profile page. This profile page will provide the user with a *user* picture, short bio, friends, and the ability to *create* and *view/sign up* for video game events across the world. The user may decide to make their created events viewable to only their current friends or all users, reaching a wider audience.

**Time and cost:**

A front end and back end development will need to occur from scratch. Website hosting will be required to launch/maintain the proposed project. Continual updates will be required to stay consistent with the launch of upcoming video game titles.

**Benefits:**

The end user will experience a simple way to schedule video game cooperative playthrough's with their friends or through the website's other user's who share their same interest/desire. Through the use of ads (or a ad-less/paid membership) the website will generate money in order to further build upon for a growing community. With growth, additions may occur such as, but not limited to; In house gaming reporting/news, live streaming events, further social integration, app development, etc.