

Project about
PlayStation App

N	Student Name
1	سعد عبد الله إبراهيم السهلي
2	محمد معجب محمد الدوسري
3	ريان محمد عبيد الشريف
4	ناصر حمد ناصر ال ذيبيان

Supervised by : د.محمد سعد محمد العسيري

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Introduction

It is a software application for iOS and Android devices that allows us to identify connected friends or view progress or compare awards with friends or create a personal profile to display to friends. The first version of the application was released on November 15 / 2013.

Problems

- 1-You can't download games without Turn on a PS console
- 2-You can't message your friends without Turn on a PS console
- 3-Miss the latest PlayStation news without Turn on a PS console
- 4-You cannot play/delete your PS games without Turn on a PS console

Background

Sony Corporation is a Japanese electronics company, founded by Masaru Buha in 1946, under the name "Tokyo Communications Engineering Corporation". It is also one of the world's largest manufacturers of consumer electronic products

Proposed solution

- 1-Download games to your PS console remotely
- 2- Message your friends and coordinate group gaming sessions
- 3- Keep up with the latest PlayStation news
- 4- Launch/ Delete Your PS Games Remotely

Work Plan

In the PS App application, we will use the Incremental model of application development where the application is developed in successive stages

1 – Determine requirements

Application requirements are determined by collecting information from players and developers

2 – Design

The application is designed according to the requirements specified in the first stage

3 – Implementation

Design is performed like writing code or testing an application

4 – validation

It is verified that the application meets the requirements

5 – Evolution

The necessary modification are being made to the application based on feedback from players and developers

The application targets two categories of society :

1 – Players: the application allows players to purchase games or communicate with players

2 – Developers: the application provides a set of tools and resources that help them display games or announce upcoming updates

Project requirements

Functional requirements:

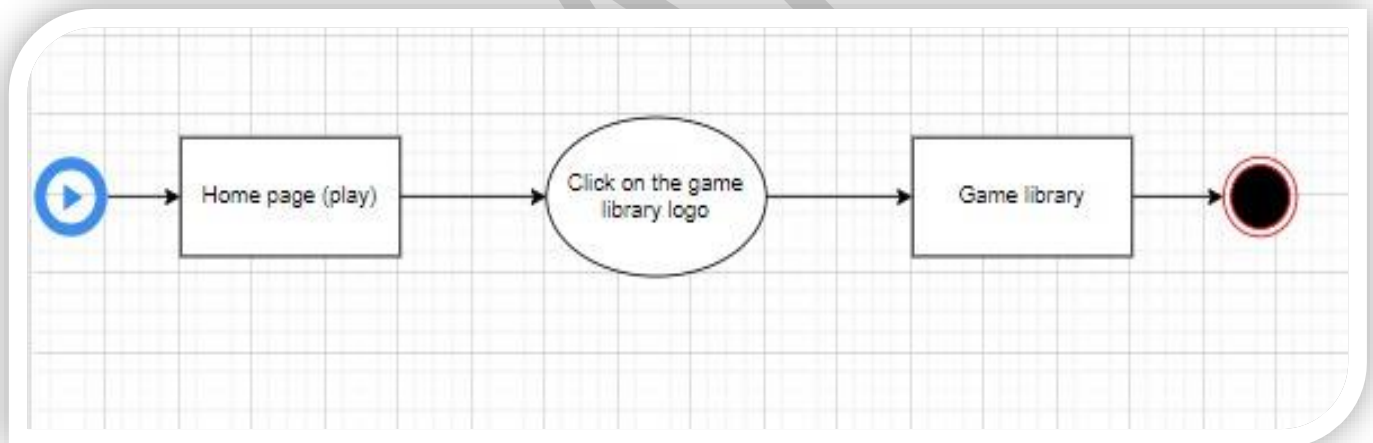
- 1- The system must allow the player to log in using their (email and password).
 - 2- The system must send a verification message to verify the player's identity.
 - 3- The system must allow the player to use a unique name that has not been used before.
 - 4- The system can allow the player to view his downloaded games.
 - 5- The system can allow the player to delete his games.
 - 6- The system can allow the player to add new games.
 - 7- The system can allow a player to create a message to others.
 - 8- The system must allow the player to add another player.
 - 9- The system's ability to send announcements about events occurring at a specific time.
 - 10- The system must allow the game developer to Download game in store.
 - 11- The system must allow the game developer to delete game in store.
 - 12- The system allows the game developer to modify (the shape, cover, color, and settings) of the game.
 - 13- The system allows the player's close friends to view his real name.
 - 14- The system allows the player to rate games
- The system allows the developer to see how players rate his product.
- 15- The system allows the developer to download a trial version of the game.
 - 16- The system allows players to download trial games.
 - 17- The system allows players to charge the digital wallet balance from the application.

Non-functional requirements:

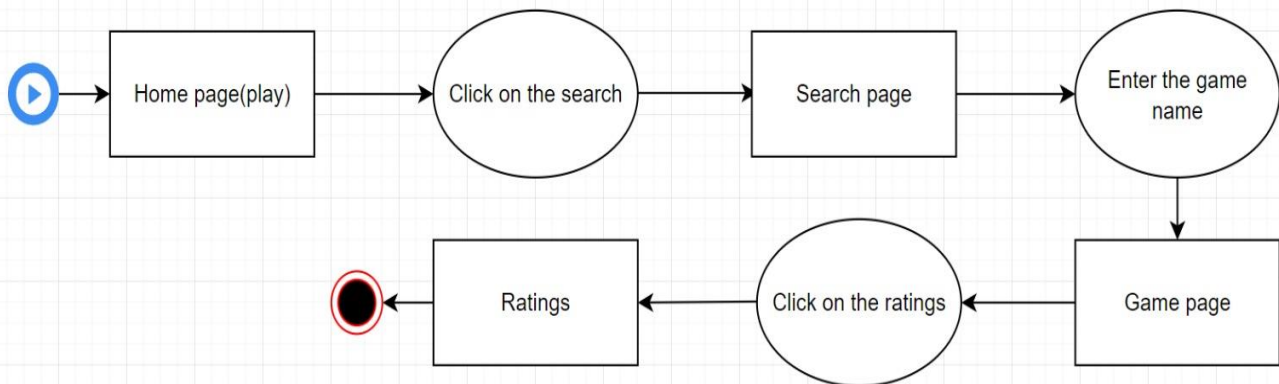
- 1- The running time of the application should not exceed four minutes.
- 2- The system must enable the player to perform several tasks without reducing performance and efficiency.
- 3- The possibility of easy navigation and use for users.
- 4- Every user account must be secure and not accessible to unauthorized persons.

Activity diagram:

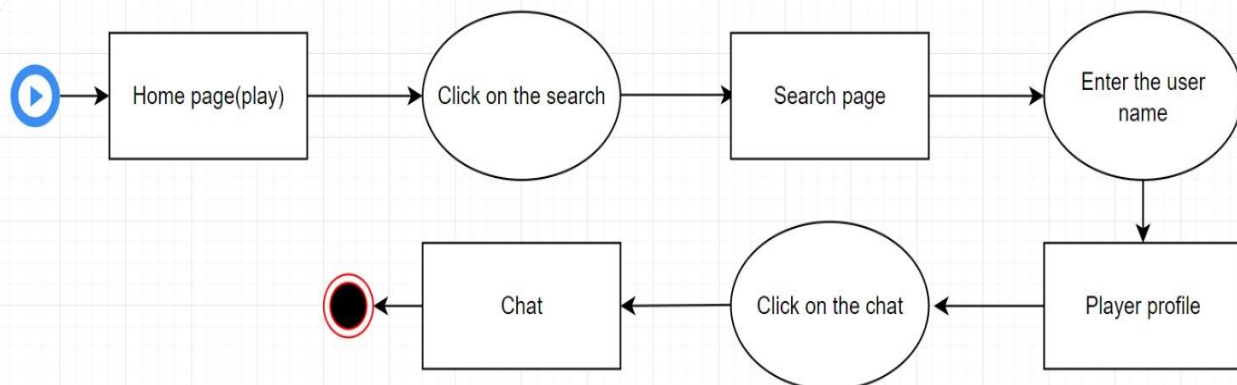
(View games)



(Review player ratings)



(Communicate with users)



Project Use Case Modelling:

Actor:

Actors	Roles
Admin	<ul style="list-style-type: none">- Create announcements- Communicate with users- Update system designs
User	<ul style="list-style-type: none">- View games- Rate games- Voice chat with friends
Development	<ul style="list-style-type: none">- Review player ratings- Release games- Update games

Use cases & its related use cases:

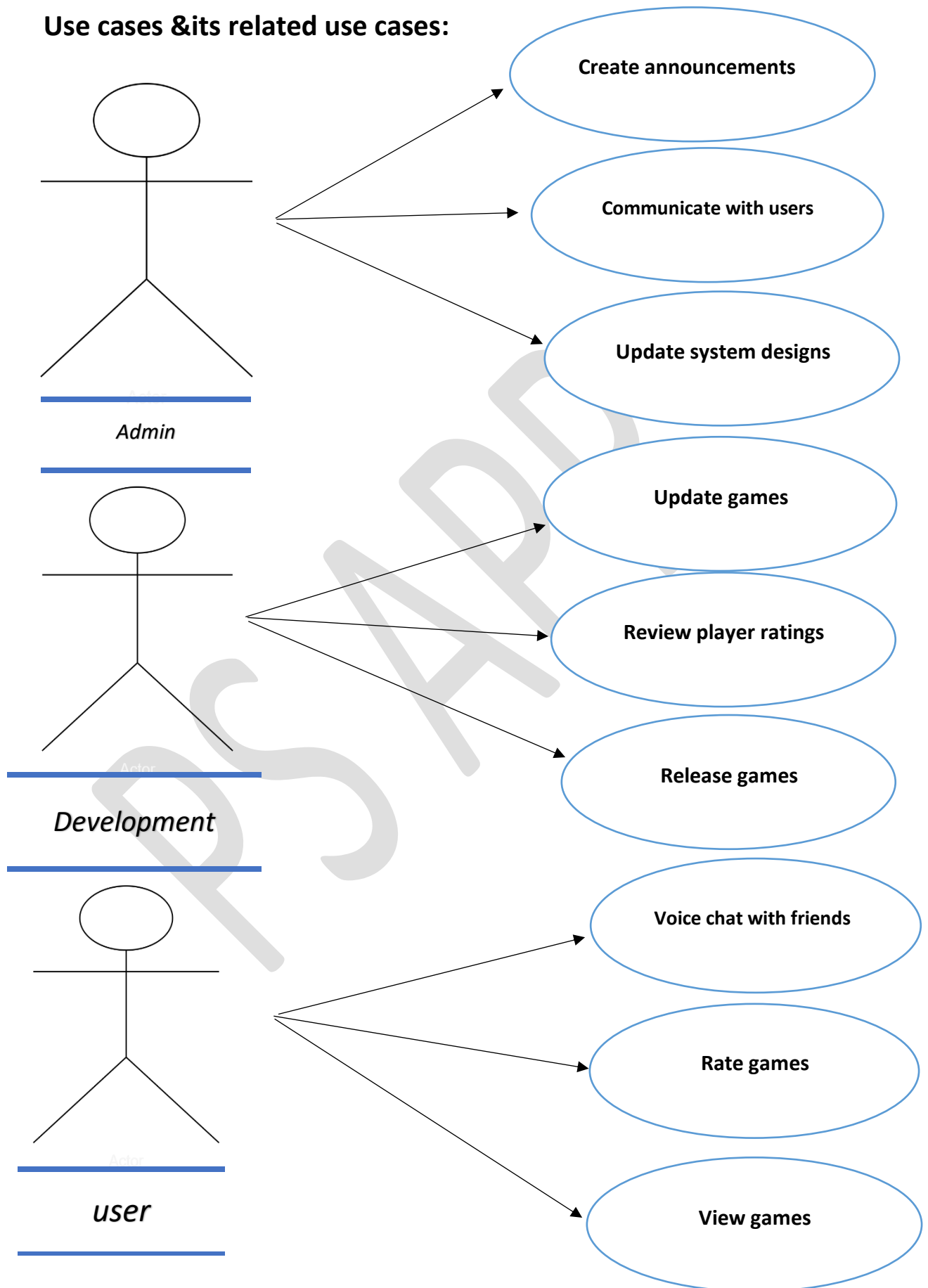
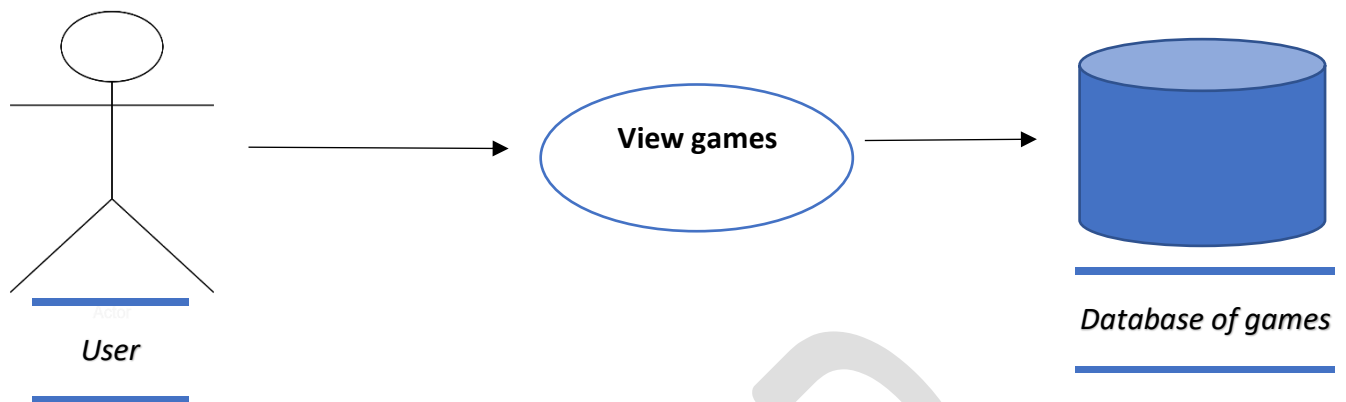
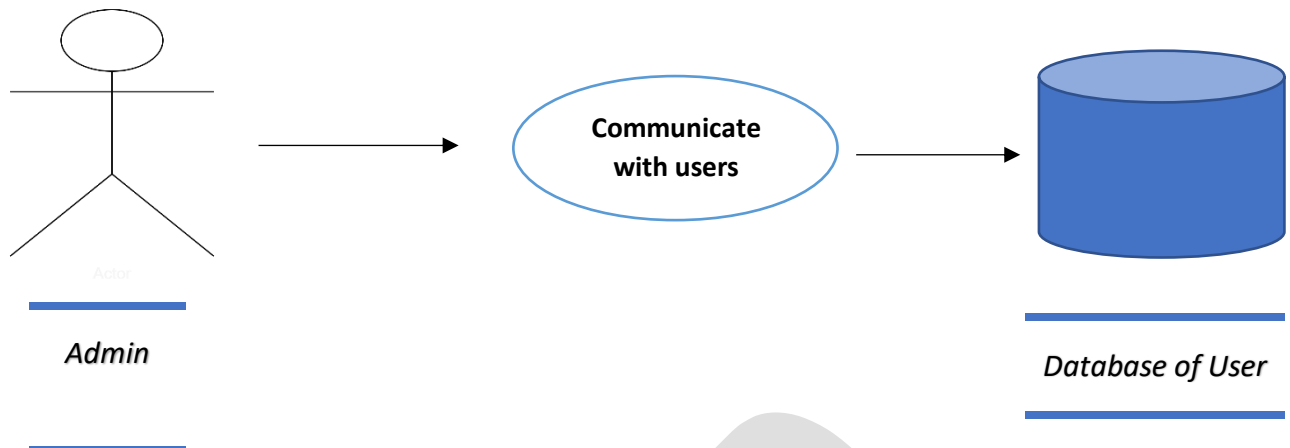


Table 1:



User : View Games	
Actors	User and DB of games
Description	It explains the interaction of the user (the player) and the way he views the games he has and those in the database designated for me to store games.
Data	User email, User password, Game code, And Verification code
Stimulus	User Want to view the games.
Response	Games information (Name, code)
Comments	No Comments.

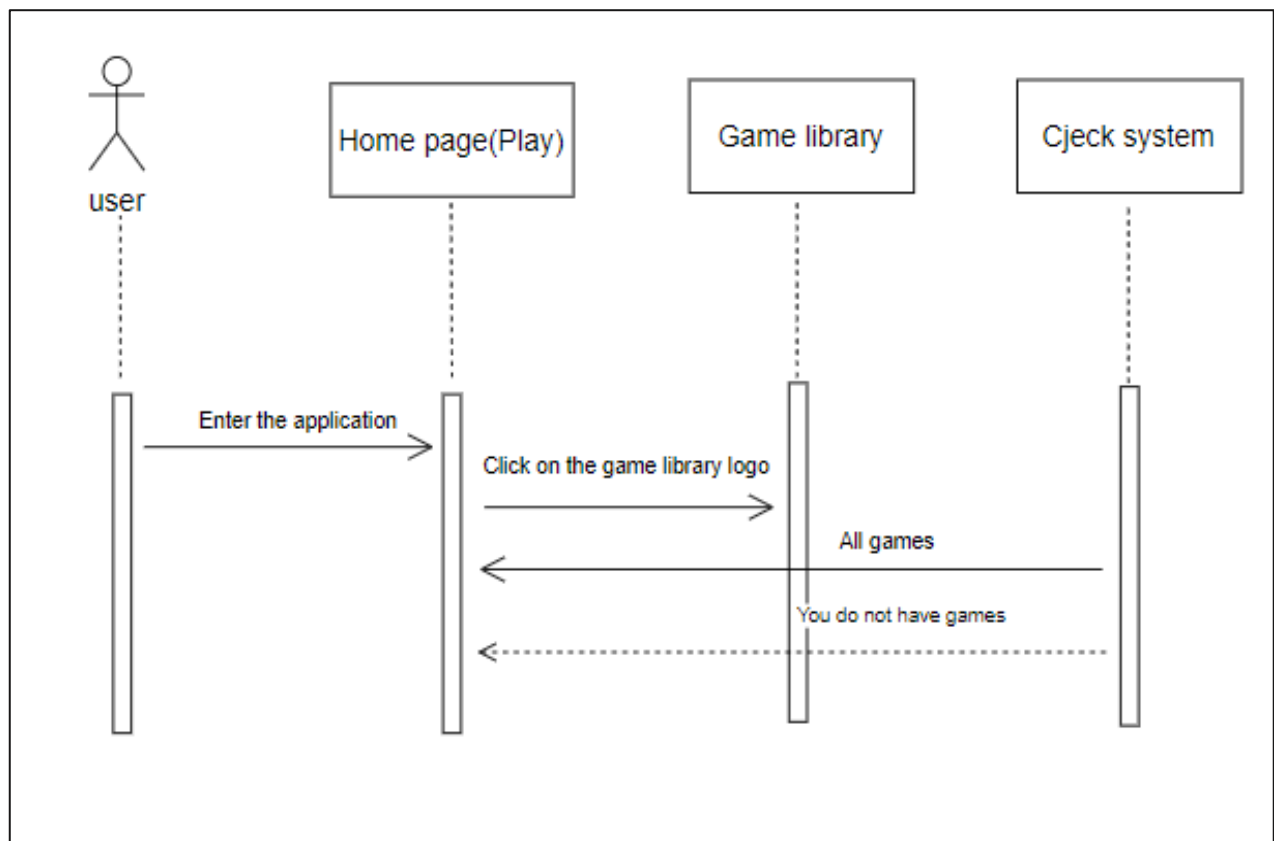
Table 2:



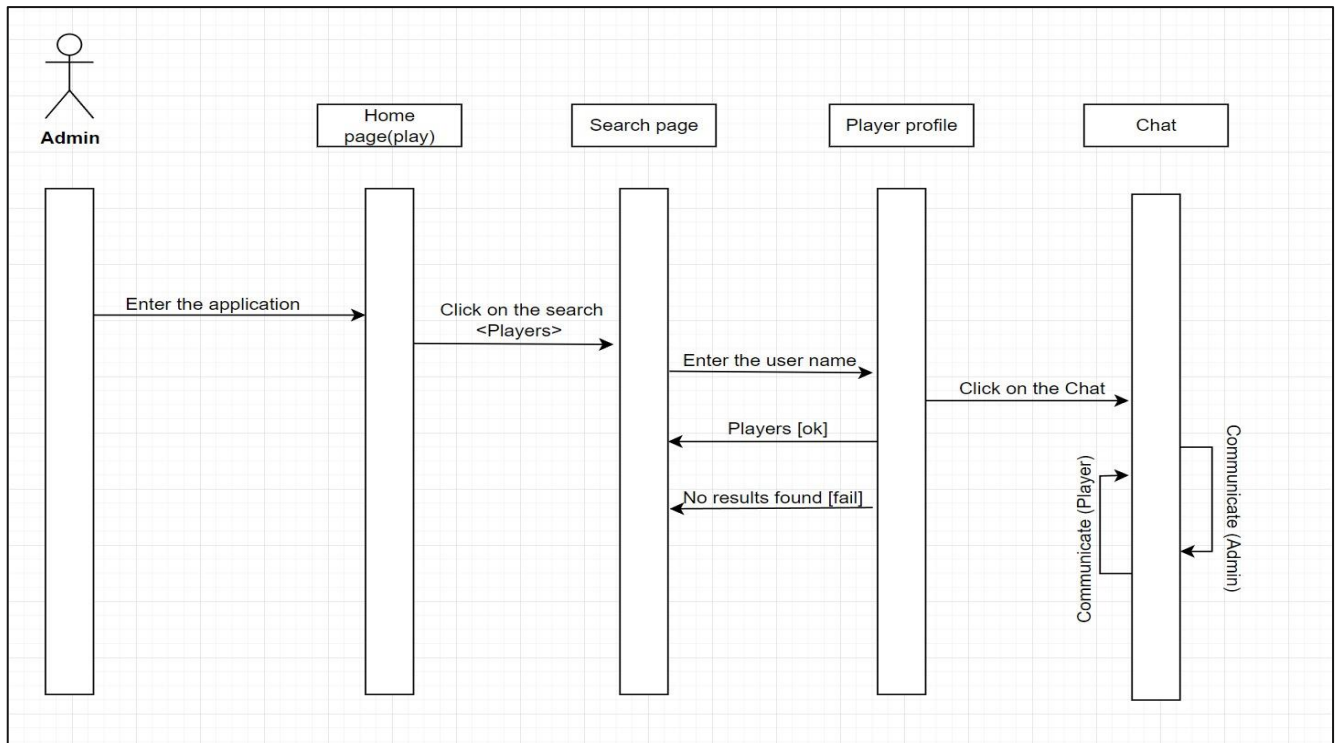
Admin: Communicate with users	
Actors	Admin and DB of User
Description	It explains the admin's method of communicating with users and helping them with any technical problem they face, as well as responding to their inquiries.
Data	User name, user ID, user email, admin ID.
Stimulus	Want to Communicate with users Admin.
Response	Helping them by (communicating with them, solving problems, and protecting users)
Comments	No Comments.

Sequence Diagrams:

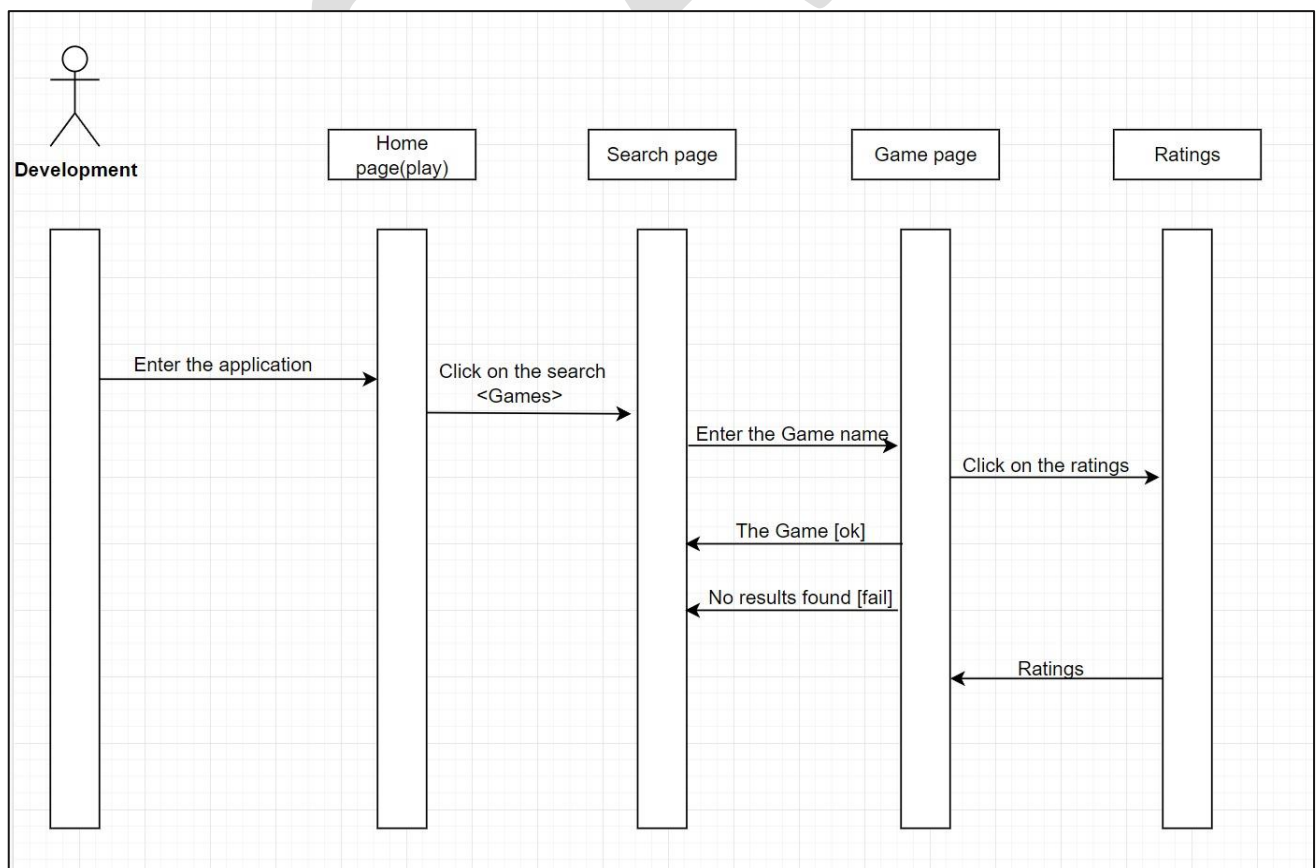
(View games)



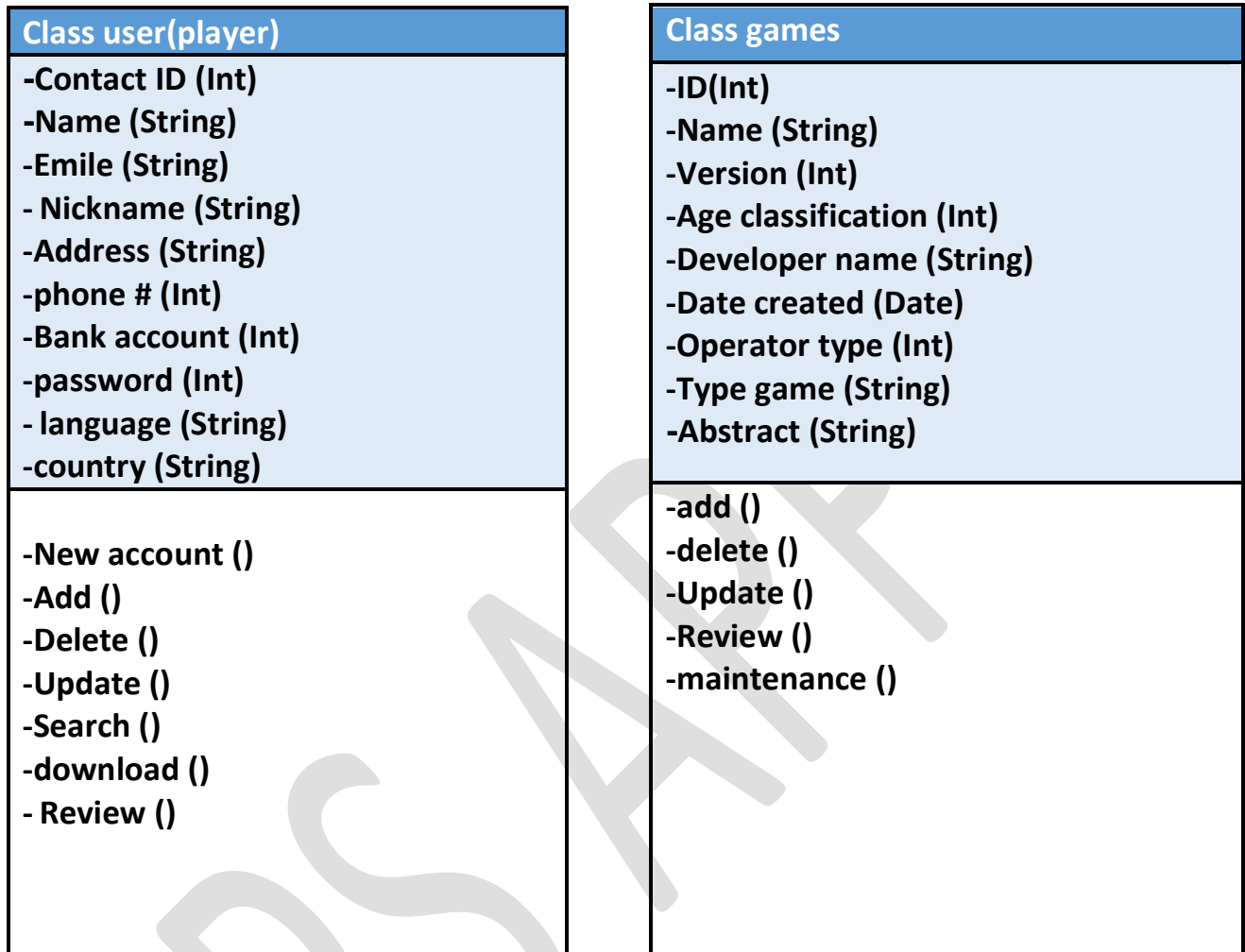
(Review player ratings)



(Communicate with users)



Class Diagram:



Class Developer

- ID(Int)
- Name (String)
- Game id(int)
- Name game (String)
- license number (Int)
- Address (String)
- Email (String)

- Add ()
- delete ()
- Update ()
- Review ()
- maintenance ()
- Support ()
- Design ()

