

<p style="text-align: center;">Group 4</p> <p style="text-align: center;">System Request → Gaming Community</p>	
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Md Rakibul Islam	20201114
Hasin Arman Prokriti	20201092
Iftekhhar Al-Mahmud	20201120

System Request

Project Sponsor: Md Rakibul Islam

Business Need: The goal of this platform is to improve the gaming world by providing all-in-one gaming services. Gamers can buy and sell games, watch the best streamers from all over the world, purchase gaming peripherals, and compete in tournaments. On special occasions, the platform will offer sales and giveaways. Users will be notified of tournaments around the world and will be able to participate in them. Before downloading a game, users can also watch gameplays and game ratings on this platform. Top users will have the opportunity to meet the best players from around the world. Users will be able to make friends and see their active status on this platform.

Business Requirements: When a gamer creates an account on our platform:

- They will see a variety of online and offline games from various categories.
- They can view gameplays, game ratings before downloading a game.
- Before downloading a game, they can view the system requirements to ensure that it will run on their system.
- On special occasions, they will be offered sales on games.
- Gamers will be able to make new friends and view their current activity status.
- Gamers will be notified of tournaments around the world and will be able to participate in them.
- This platform will also enable gamers to purchase gaming peripherals such as a gaming keyboard, mouse, chair, monitor, and so on.
- Gamers will be able to stream or watch streams of some of the best players from around the world.
- Top users will have the opportunity to meet the world's best players.
- Players can report other players for toxicity, the use of third-party software, sabotage, and other offenses.

Business Value:

Tangible values:

- 800,000 bdt revenue monthly from **selling games**.
- 400,000 bdt revenue monthly from **streaming**.
- 500,000 bdt revenue monthly from selling **gaming accessories**.
- 100,000 bdt revenue from **Tournament participation**.
- 200,000 bdt revenue from **sponsorship**.

Intangible values:

- Gamers will be satisfied as it is an all-in platform, thus increasing more usage of this system
- The streamers will get recognition properly via this platform, and will be encouraged to stream more frequently
- Local stores will also benefit from this system as they don't have to maintain any online store as they will be able to put their products on this platform
- Esports organizers will be able to find new talents from this platform

Special Issues or Constraints:

- Anti-cheat system is needed to monitor the players during the online competitive events. This makes the system complex and costly
- During flash sale event, session limit is needed to be handled properly as majority of the customer will try to access the website, thus increasing the traffic
- The development window for this project is very short, so proper planning needed to make this work