

<p style="text-align: center;">Group 4</p> <p style="text-align: center;">System Request → Gaming Community</p>	
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System Request

Project Sponsor:

- Md Rakibul Islam, CEO
- Iftekhar Al-Mahmud, COO
- Hasin Arman Prokriti, Lead Developer

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:

- An user can either buy games, browse gaming accessories which they can order or access the streaming site or do all of these through our system.
- They can freely roam our website/app without creating any accounts. However, to buy any games or accessories or to stream or to support a streamer they must login to our website.
- If a user does not have any login credentials then they can create an account on our platform through gmail, facebook. They can further customize their profile by adding profile picture, bio, delivery location etc. They can include their in-game name and social network accounts in the bio portion of their profile.
- The game store section of our platform will have a variety of online and offline games from all categories. Some games will be free and some will cost some money as per the game publishers' wish.
- Customers can view gameplays, game ratings, system requirements, comments of other customers before buying a game.
- Once a customer buys a game from our platform, they will have lifetime access to that game, meaning that they can redownload without any extra cost.
- On special occasions, the platform will offer sales, giveaways on games. There will be a gift card option if a customer wishes to purchase the game for their friends or relatives.

- The gaming accessories section will have all kinds of accessories needed for gaming like gaming chairs, headsets, keyboards, simulator setups etc.
- Local suppliers of these products can upload their product along with pictures and descriptions. They will also assign the prices of these products.
- The items will all be categorized by type and a customer can also find their desired product by searching it.
- The customers can add items which they want to buy and later in the checkout section they have to fill out necessary details.
- An user can watch the stream without logging in to the platform but they can upload their videos, stream only by creating an account and logging in. To support other streamers by making donations, users should also have to login.
- Each user will have a gamer profile and will be able to make new friends by adding other gamers and view their current activity status. They can also chat among themselves.
- Gamers will be notified of tournaments around the world and will be able to participate in them. Their points will be recorded and will be offered discounts based on their achievements.
- Gamers will be able to stream or watch streams of some of the best players from around the world and also support them by donation.
- Top users will have the opportunity to meet the world's best players. Several factors will determine the lucky winners who can meet them like highest donations, top performers in tournaments etc.
- 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:

- As our system will only work as a platform for the gamers to join tournaments, catching cheaters will be difficult as we will not be able to monitor the actual game.
- During flash sale events, the majority of the customers will try to access the website, thus increasing the traffic.
- There will be no way to monitor if a customer tries to pirate a game which they bought from our website.
- The development window for this project is very short, so proper planning needed to make this work