**PROJECT TO DO GAMING WEBSITE**

**\* Introduction**

**# Purpose**

**This is project to create a gaming website**

**# Scope**

**As online game has become popular now a days we are making a online website to manage games and innteracte people**

**# Overview**

**This project contains the following parts:**

**1) Backend Development**

**2) Frontend Development**

**3) Website Development**

**# General Description**

**The purpose of this source is to describe the Flight reservation system which provides the Flight timing details, reservation billing and cancellation on various types of reservation namely:**

**• Confirm Reservation for confirm Seat.**

**• Reservation against Cancellation.**

**• Waiting list Reservation.**

**• Online Reservation.**

**• PNR generation**

**# Fundamental Requirement**

**1) Software Requirements: Domain, Webhosting Software**

**2) Hardware Requirements: Server, Admin Computer, Internet**

**3.2 Technical issues**

**They include both bugs, Glitches.**

**4. Interface requirement**

**# GUI**

**It must contain Graphical Images, Videos and Other media.**

**# Hardware interface**

**It has server and an admin pc to control and manage the website.**

**#Software interface**

**Login page, Payment options, webpage**

**# Performance requirement**

**Fast response forms the server, Multiple user access at the same time, safe payment methods**

**# Design constraint**

**Discounts for physically disabled people**

**Discounts for pregnant women**

**# Other non-functional attributes**

**It offers saved login info and card info**

**# Security**

**It has high end security for safer payments and login**

**\* Reliability**

**The website is very reliable as it provides everything the user needs to book a flight Ticket.**

**\* Availability**

**It is Easily accessable for everyone on the Internet**

**\* Maintainability**

**The website is really easy to maintain as it is maintained with web hosting.**

**\* Reusability**

**This website can be reused to make other reservations**