

# Retro Video Game Archive REST System

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## Business Domain Description

The business domain of this REST system defines a forum-archive hybrid platform destined for cataloging and reviewing retro video games.

## Business Requirements

1. User registration / management
2. Video game version management
3. Video game management
4. Video game platform management
5. Platform emulator management
6. Marking video games as favorites
7. Reviewing video games
8. Reporting video game bugs
9. Creating video game guides
10. Video game guide media CRUD

## **MVP Requirements**

### **User registration / management**

The system should implement CRUD operations for the user entity. When modifying data, special cases should be present for password and role updating.

Features (endpoints):

- User creation
- Retrieve all users
- Retrieve a user by id
- Modify a user's data
- Modify a user's password
- Modify a user's role
- Delete a user

### **Video game platform management**

Video games, especially old ones, are usually released on a multitude of systems (platforms). The platforms are to be stored as separate entities, with full CRUD operations.

Features (endpoints):

- Platform creation
- Retrieve all platforms
- Retrieve a platform by id
- Retrieve all games associated with a platform
- Modify a platform's data
- Delete a platform

## **Video game management**

Video game entities should contain all the necessary details and should be only identified by their id's. Some video games can have the same title, publisher and developer, but they can be released on multiple platforms. When retrieving an entity, the system can return it with or without its platform data. Each video game entity must also supply an initial version when created.

Features (endpoints):

- Video game creation
- Retrieve all video games
- Retrieve all versions associated with a video game
- Retrieve a video game by id
- Modify a video game's data
- Delete a video game

## **Video game version management**

The core component of the system is the version associated with a video game, rather than the video game itself, as the gaming experience can vary vastly from one version to another. Users shouldn't be permitted to delete a version if it's the only one available for its video game.

Features (endpoints):

- Version creation
- Retrieve all versions
- Retrieve a version by id
- Modify a version's data
- Delete a version

## **Platform emulator management**

Most retro systems are no longer available physically, so they must be emulated. Some emulators can support multiple platforms, instead of just one. Each emulator must be bound to at least one platform on creation.

Features (endpoints):

- Emulator creation
- Retrieve all emulators
- Retrieve an emulator by id
- Modify an emulator's data
- Modify an emulator's platform(s)
- Delete an emulator