

Business Requirements For Game Time Catalog

1. Creation and customization of User Profile: Users would be able to have their preferences listed for games on display. It would show their game ownership, wishlist, friends, and achievements.
2. Creation and customization of Game Profile: Developers of games in catalog would be able to maintain a profile with fields for screenshots, trailers, system requirements, and relevant information of the game. The profiles would be customized according to their need.
3. Game recommendations: Implement an advanced analytics system to recommend games using player preferences, activity data, and history.
4. Digital inventory management: Digital goods and items would be tracked and updated. The inventory information could be viewed outside of the games.
5. Automated Updates for games: Updates and patches would be updated automatically from game developers. A history should also be maintained with each patched change.
6. Tech support: Common issues addressed and continually updated to be up to date. The tech support team will receive tickets if not able to be addressed. Activity is recorded and used to enhance help in the future.
7. Community help: Users would be able to have a space where they can ask for help with games or bugs. The developers would be involved along with the users.
8. Community volunteers: Users could have roles elevated in community help based on their previous contributions.
9. Interaction logs: Maintain logs with support, feedback, and behavior history to enhance customer service.
10. User behavior analytics: Keep data on gaming behavior of users with duration and any multiplayer interactions. This would be used to strengthen algorithm for game recommendations.
11. Advanced search: Users should be able to find games with specific features such as operating system, age, rating, reviews, price, and release date.
12. Purchase Feedback and reviews: Users with a significant amount of time in game would be asked for feedback surveys on aspects of the game. This would be used to game recommendation algorithm.
13. Events Marketing: There would be tools to address events happening around certain games. This would be targeted to players who matches the game criteria.
14. Game demos: Users can find demos for games that they match up with and show interest. Engagement and usage would be used to help with sales.
15. Mobile services: Users, and developers would be able to access their respective accounts and make updates on the go.