

Topic: Game Review System	Author: Edjoel Colon Nogueras	Date: February 2, 2022
<i>Problem Background</i> <ul style="list-style-type: none">• Only 25-35% of people finish the games they buy the other percent don't due to the fact that they did not like the game, therefore it is wasted money and/or time.• Once you buy the game it becomes used and the value of it drops so you can't make 100% of the money back.	<i>Countermeasures</i> <ul style="list-style-type: none">• Having the game community help each other by leaving their reviews about the gameplay, controls, graphics and more things that games include.• Have an accessible and easy to use application.• Have more precise information about the game.• Having a "Don't like" and "Like" section for the user to know what games to buy or not to buy.	
<i>Target</i> <ul style="list-style-type: none">• To make people buy the games they want without wasting money.• Improve people's experience while they play games they like.	<i>Check/Evaluate</i> <ul style="list-style-type: none">• Success will be determined by the continued growth of the users and different platform communities.• Failure will be determined by lack of users wanting to buy games and/or not having the right consoles in where the user is supposed to play.	
<i>Causes</i> <ul style="list-style-type: none">• People often buy games without any reviews from people, only from big names like IGN, GameStop and more, hence they get the information by these big companies.• Not knowing what the game is about therefore people can't know if they will like it, they buy it because of the contents they see in the box, TV or ads.	<i>Act/Standardize</i> <ul style="list-style-type: none">• For further success with the program, user feedback will be taken in consideration and if possible and helpful will be implemented.• The application will be given continued updates to help the users have a friendly and easy to use environment.	