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Domain Model

**Key Terms:** Streaming, Gaming, Shovelware, triple A, developer, publisher, indie game, twitch, tags, genre, console, pc, handheld, multiplayer, singleplayer, streamer, YouTuber, game streaming, Esports, tournaments, gaming journalism.

**Scope:** The scope is originally going to include just the gamer and recommending games to them. That is the most basic function of the product, once that is up and running we will had the feature of recommending other gaming related media. After that then we can implement features for other types of users.

**Stakeholders:** Since this is a free website we won’t have corporate board members to please but once we get built in advertisements on the website they will be stakeholders in some sense. Since we take pride in our work we also be our own stakeholders because we want our product to be the best it possibly can.

**Use Cases:** The three main types of users using the platform would be streamers, gamers, convention organizers, and educators. The gamers will be the main demographic we will be targeting will be the average gamer looking for new games to play. They would be in a scenario where they’re looking for a new game to play but don’t know what to play. So, they go on the website and find a game they know they like and from there other similar games will be shown for them to play. In the future after that is up and working, we will have it so the website would also recommend the user other gaming related media such as other streamers and YouTubers to watch, articles to read, etc. The other uses cases will be slightly different and would have the user selecting a tab at the top of the website that would change the page to accommodate the needs of the user. So, for example, if the educator tab was clicked the page would change and what it would recommend would be slightly different. If a teacher wanted to find games on World War 1 it would recommend games that are more historically accurate and omit things like the streamers, articles and YouTube videos, as those are not necessary for the educator. The games being recommended would be different too, so if a gamer wanted world war 1 games they would be shown all types of world war one games even more fantastical ones that aren’t remotely historically accurate, while if the teacher typed the same thing they would get less games but they would be more focused and tailor made to suite their needs. This would apply to the other demographics such as streamers and event organizers. Streamers may only be shown games that have high viewership in Twitch or are similar to highly viewed games and may omit other popular games that aren’t as popular to watch. Event organizers would have similar results that would only show games that are popular at tournaments and not so much games that sell well but don’t pull in the same sorts of streaming numbers.

**Availability:** Since this is a free website anyone who has access to the internet will have access to this service. There will be separate tools for the different types of users, i.e. streamer, gamer, educator, etc., but they will all be able to access it for free.