Video Game Shop

Glossary

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 20.03.2023 | 1.0 | Adding some initial terms to the glossary | Bar Luca-Narcis |
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Glossary

# Introduction

[The introduction of the **Glossary** document provides an overview of the entire document.]

# Glossary

[Present the noteworthy terms and their definition, format and validation rules if appropriate.]

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| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| Stakeholder | An individual or group with a vested interest in the success of the Video Game Shop app, such as investors, developers, and users. Stakeholders may have different perspectives and needs regarding the app, such as financial return or user satisfaction | Stakeholders may be individuals or organizations, and may have different levels of involvement in the development and operation of the app | The app should be designed to meet the needs and expectations of stakeholders, while also complying with relevant laws and regulations. |
| Casual | A type of user who purchases games occasionally for entertainment.  Casual users may be less familiar with the video game industry and may need more guidance in finding and purchasing games | Casual users may be younger or less experienced with technology | The app should be designed to provide an easy-to-use interface that helps casual users find and purchase video games and related products. The app should also provide clear instructions and support for any issues that may arise during the transaction process. |