Video Games Shop

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 20/03/23 | 1.0 | Laying out the requirements and coming up with the initial ideas for the application. | Bar Luca-Narcis |
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# Introduction

The purpose of this document is to collect, analyze and define high-level needs and features of the Video Game Shop. It focuses on the capabilities needed by the stakeholders and the targe users and why these exist.

The details of how the application fulfills these needs are detailed in the use-case and supplementary specifications.

## Purpose

The purpose of the app is to offer a medium for purchasing or even renting video games to people looking to do so, and maybe in the future it will also include gaming accessories or peripherals or miscellaneous. But the main idea is to provide fair prices and a fast and stable experience for gaming enthusiasts.

## Scope

This document is associated with the Video Game Shop application, and will be used to describe the features on its highest levels, as the rest of the documents will dive deeper and deeper into development details

## Definitions, Acronyms, and Abbreviations

[This subsection provides the definitions of all terms, acronyms, and abbreviations required to properly interpret the **Vision** document. This information may be provided by reference to the project’s Glossary.]

## References

[This subsection provides a complete list of all documents referenced elsewhere in the **Vision** document. Identify each document by title, report number if applicable, date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document.]

## Overview

The rest of the document will mainly consist of giving a concrete explanation of the application’s purpose and how it fares against other competitors. We will also see how the stakeholders and users come into play .

# Positioning

## Problem Statement

[Provide a statement summarizing the problem being solved by this project. The following format may be used:]

|  |  |
| --- | --- |
| The problem of | Not having a medium where gamers can purchase games in a physical/digital format at fair prices which is actually stable and safe to use and where developers can sell their games without paying enormous taxes. |
| affects | Gaming enthusiasts as well as video game developers, especially smaller teams. |
| the impact of which is | User dissatisfaction and smaller game developing teams are having financial issues because of the large percentage being taken from various game-selling websites. |
| a successful solution would be | Selling video games at affordable prices and giving the developers a larger percentage of the sales. |

## Product Position Statement

[Provide an overall statement summarizing, at the highest level, the unique position the product intends to fill in the marketplace. The following format may be used:]

|  |  |
| --- | --- |
| For | Game developers, whether small or big, and gamers |
| Who | Want better sales percentages and more ways to promote their products(developers)  Want a place that offers and ever-expending catalogues of both physical and digital copies of games, from all kinds of developers. If the game exists, this is the most likely place it’s going to be found. |
| The (product name) | Video game shop(work in progress). |
| That | Offers the developers larger percentages of the sales, thus attracting more of them and having a larger library which will satisfy more users |
| Unlike | Steam |
| Our product | Offers both physical and digital variants of the games and offers the game developers/publishers a larger cut of the sales. |

[A product position statement communicates the intent of the application and the importance of the project to all concerned personnel.]

# Stakeholder and User Descriptions

Stakeholders:

Customers: Individuals who purchase video games and related products from the shop.

Shop owners: Individuals who operate and manage the Video Game Shop app.

Developers: Individuals responsible for creating and maintaining the Video Game Shop app.

Investors: Individuals who financially support the Video Game Shop app.

Users:

Gamers: Individuals who play video games and purchase them from the Video Game Shop app.

Casual buyers: Individuals who purchase video games occasionally for entertainment purposes.

Enthusiasts: Individuals who collect video games and related products as a hobby.

Key problems to be addressed by the proposed solution:

Limited access to physical video game stores in certain areas.

Inconvenience of physical shopping, particularly during the COVID-19 pandemic.

Difficulty in finding specific video game titles in physical stores.

Limited variety of video games in physical stores.

Lack of transparency in pricing and availability of video games in physical stores. Difficulty in discovering new video games and related products.

## Stakeholder Summary

[There are a number of stakeholders with an interest in the development and not all of them are end users. Present a summary list of these non-user stakeholders. (The users are summarized in section 3.2.)]

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Shop Owners | Individuals who operate and manage the app | Ensuring the app is properly functioning, managing inventory, updating pricing and product information, handling customer complaints |
| Gamers | Individuals who play and purchase games | Using the app to browse and purchase video games, providing feedback on user experience, suggesting new features and improvements |

## User Summary

[Present a summary list of all identified users.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Casual | Individuals who purchase games occasionally for entertainment | Using the app to browse and purchase video games, providing feedback on user experience | Gamers |

## User Environment

# *The working environment of our target users for the Video Game Shop app can vary depending on their individual preferences and needs. However, we can identify some common characteristics based on our research and analysis:*

# *Number of people involved in completing the task: Typically, one user completes a task, which may involve browsing, searching, and purchasing video games and related products or the administrator who will take care of refunds and administrative tasks.*

# *Task cycle: The length of a task cycle can vary from a few minutes to hours, depending on the user's level of engagement and the complexity of the task.*

# *Time spent in each activity: Users may spend varying amounts of time in each activity, such as browsing, searching, and purchasing. Some users may also spend time providing feedback, suggesting new features, and engaging with other users through social features*

# *. Environmental constraints: The Video Game Shop app is primarily designed for usage in the browser, so before using it, the users must ensure that they have an internet connection available and have access to one of the supported browsers*

# *. Systems platforms*

# *The app will be available for use in the browser, and will be supported by the most common web browsers which will be available on most of the existing platforms/operating systems.*

# *Other applications: Users may use various other applications for entertainment and social purposes, such as chatting with other online users and getting/giving recommendations.*

# Product Requirements

Standards The Video Game Shop app must comply with all relevant laws and regulations such as data privacy, security, and accessibility.

Hardware/Platform Requirements

The Video Game Shop app must be compatible with the latest and most common browsers, which should not be a problem due to the framework used which helps integrate the app withing any browser. The app should also be optimized for mobile devices with various screen sizes and resolutions.

Performance Requirements

The app must be responsive and load quickly to provide a smooth user experience. The app must be able to handle a high volume of concurrent users and transactions without experiencing downtime or errors.

Environmental Requirements

The Video Game Shop app should be designed to work in various environmental conditions, such as low network connectivity or intermittent connection. The app should could maybe support offline usage, but will have to work on that idea.