GameCheck: A Video Game Information Site

Team 9
MIE350 – Design and Analysis of Information Systems
November 18, 2019

Presentation Outline

1. What is GameCheck? Why is it needed?
2. How does GameCheck work?
3. What has the team learned so far?
4. Conclusion

1. Background

What is GameCheck? Why is a website needed?

What is GameCheck?

- Gaming store chain operating around the GTA since 2005
- Specializes in selling physical copies of video games for latest consoles

Why is a Website Needed?

- Yearly sales have been declining due to rise of e-commerce sites

- There continues to be high demand for physical copies of games [1]

- The team was tasked to develop a way to inform potential customers of their products

2. How does the Website Work?

Overview of the Web Application

Requirements Summary

**Functional
(processes system does)**

- Create

- Retrieve

- Update

- Delete

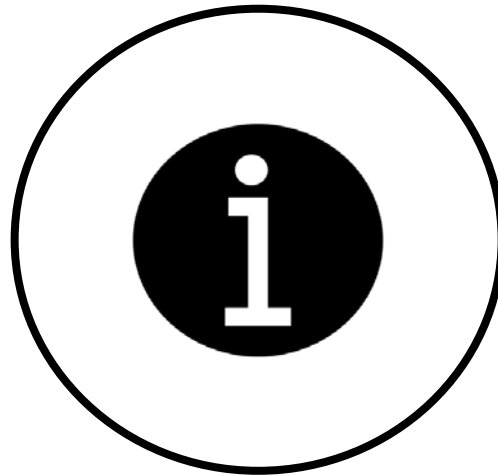**Non-functional
(properties system has)**

- Interface

- Reliability

- Performance

- Security

- Architecture
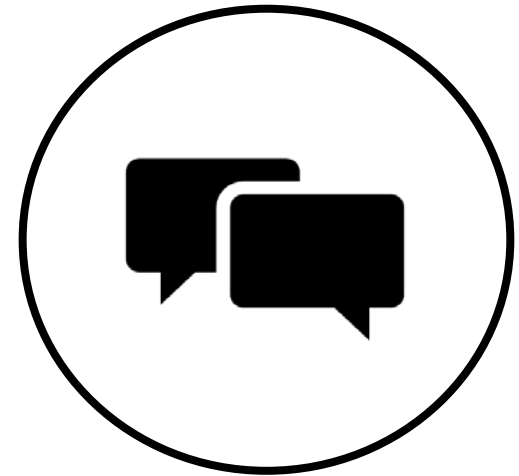
- Maintainability

What does the Website Do?

Visitors can…

Find specific video games and accessories using customized filters
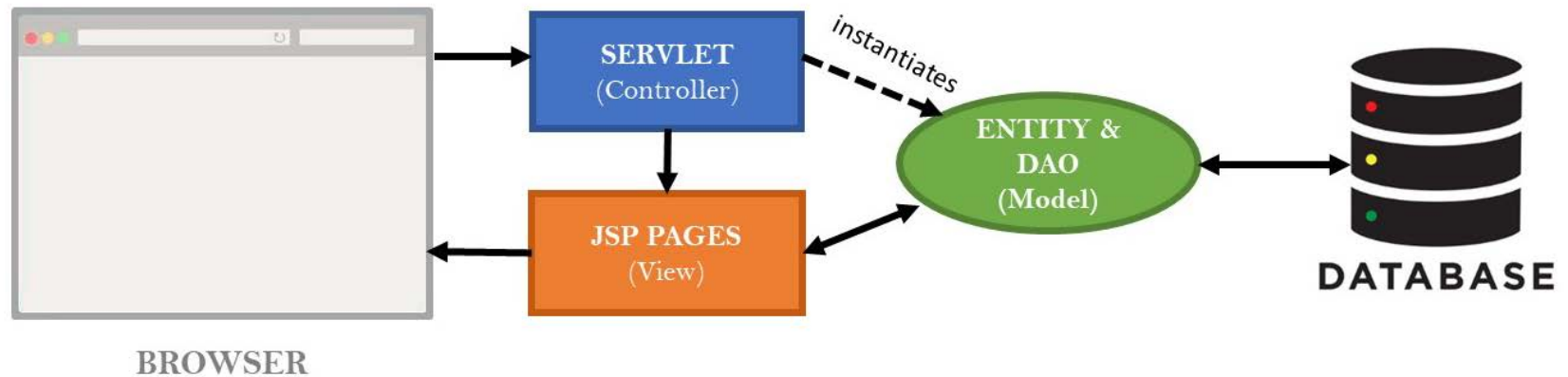
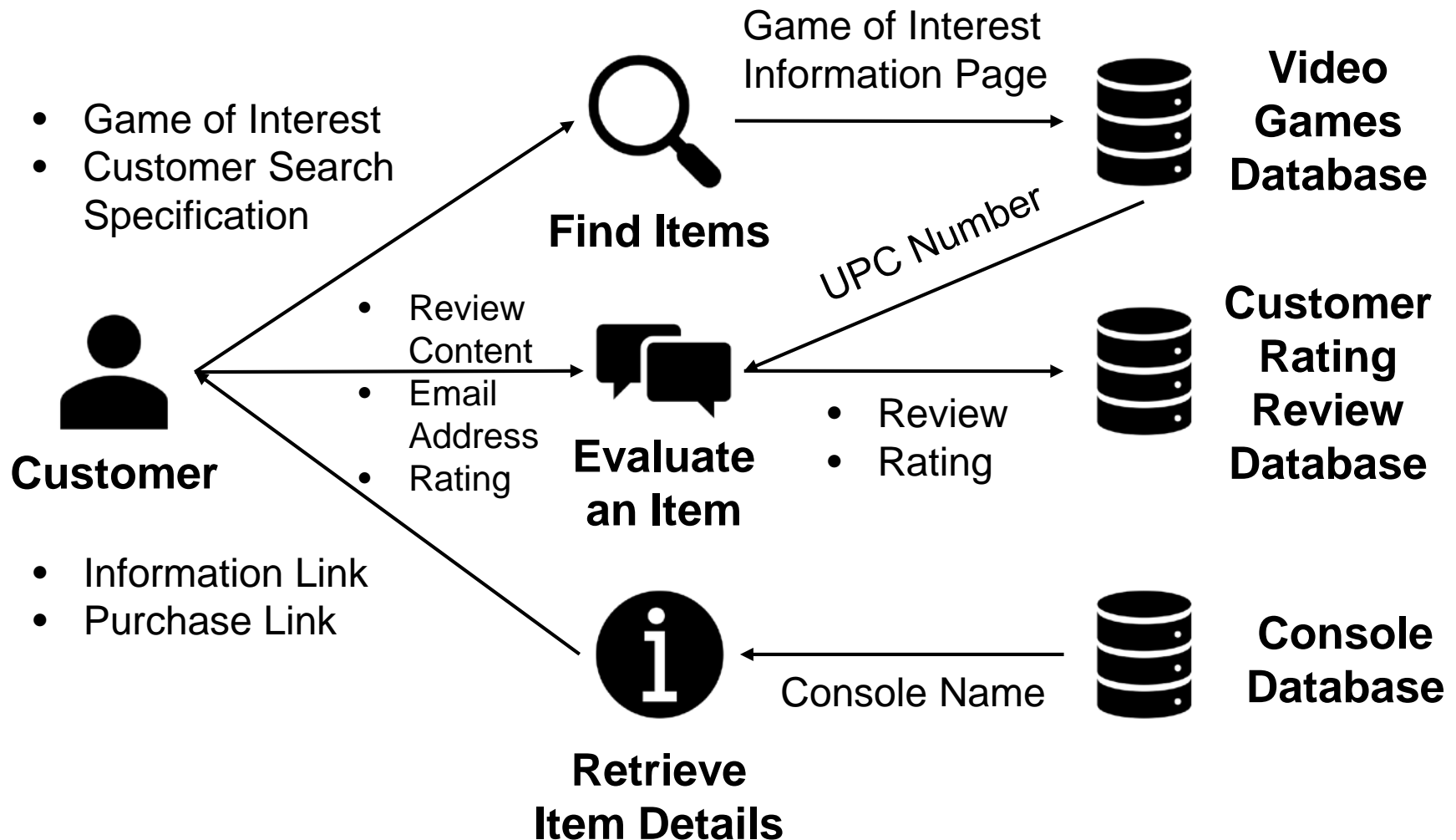Retrieve information about games and accessories for each location

Evaluate specific games and accessories

System Architecture

What Goes on Behind the Scenes?

- Game of Interest
- Customer Search Specification

Customer

- Information Link
- Purchase Link

- Review Content
- Email Address
- Rating

Find Items

Game of Interest Information Page

UPC Number

Evaluate an Item

- Review
- Rating

Retrieve Item Details

Console Name

Video Games Database

Customer Rating Review Database

Console Database

What Has the Team Done So Far?

Project Plan Established → **Server Implementation and Progress Report** → **Integration and QA Testing**

- Roles and sub-teams assigned to each member
- Major technical and design milestones were established and agreed upon

- Functional and non-functional requirements listed
- Database and webpages created
- Established simple server connection

- Server connections and webpages are finalized
- Test cases for each function are drafted and executed

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3. What has the team learned?

Project Challenges and Resolutions

Project Challenges

1. Lack of communication between project team and teaching team

2. Lack of communication between front-end and back-end teams

3. Lack of common knowledge regarding key website concepts

Project Resolutions

1. Project team will proactively clarify unclear items with teaching team

2. Team calendar will be created where tasks and deadlines are clearly defined

3. Common documents regarding website components will be created for clarification
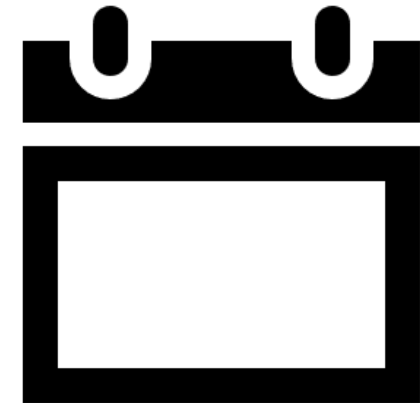
4. Conclusion

Key Takeaways and Next Steps

Key Takeaways

- The team was tasked with creating a website that provides information on products

- The website allows visitors to:
    - Find specific items
    - Retrieve item details
    - Evaluate items

- The team will continue working on the integration of the website

Next Steps

- Expand video game selection to PC

- Expand inventory to include video game consoles

- Add option to reserve video games and accessories in-store

Thank You!

References

[1] "Why do gamers still buy physical games?", *GamesIndustry.biz*, 2019. [Online]. Available: https://www.gamesindustry.biz/articles/2018-09-14-why-do-gamers-still-buy-physical-games. [Accessed: 04- Nov- 2019].

Images

http://clipart-library.com/communication-cliparts.html

Q & A

Questions?