



Project Proposal

UMass Lowell

GUI Programming II

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Goal Statement

GameWorld is the web application that provides the gaming enthusiast with the ability to make the most out of their favorite video gaming platform.

This is a fuzzy goal. How will you do this?

Feature Descriptions

Basic features

GameWorld features the most popular gaming platforms, which includes consoles such as: PlayStation, Xbox, Sega, NES, and handheld devices such as iPod Touch, Android tablets, and Windows mobile devices. The user will be able to select their platform of interest. Then, they will be able to see its description, facts, and technical specifications. Our application will suggest the best places to purchase the device.

The website will feature a forum where users can discuss and comment about various topics. The forum will also serve as a way to collect feedback on how we can improve and update this website.

In addition, we would like to deliver live updates on the most popular games. We will inform the users about tips and tricks regarding their gaming platform. GameWorld will give detailed instructions on how to set up classic arcades games on the users' personal computers through emulators.

User Account Registration

The users will have the option to register and become a member of our community. Certain features will be only available to these registered members.

Those benefits include:

- Technical Support
- A “set as favorite” feature
- User profile with flair
- Enhanced discussions
- Notifications about new games and cheat codes release.

Search Engine

Users will be able to search for game titles, consoles, instructions, cheat codes, etc. by entering keywords in the search bar. The search feature will provide a list of results relevant to the user's queries.

Favorite Games List

Registered users will have the ability to store their favorite consoles or title in a database. Our website will be dynamically served a “top ten” list, tailored to their preferences.

Required Components

Aside from HTML, CSS, and JavaScript, we will use various APIs and styling framework most notably:

- jQuery
- jQuery UI
- Twitter Bootstrap
- Forum plugin
- AJAX
- PHP and MySQL.

*you need to say more
about these & how
you will use them*

Targeted Users

GameWorld is for the nostalgic, notably those who were born in the late 80's and early 90's. GameWorld is also for those who are into the more cutting edge systems. Another targeted group might be those who love video gaming but are not tech-savvy. For example, some people have bought a new Nintendo Wii and have no idea how to use that device at its maximum potential. Our website will help them achieve that goal.

Potential Issues

Aside from not having enough time to implement all the desired features, we might also encounter a few other issues. One of the most challenging problems that we might face is not being able to find and retrieve data from other sources. This is probably due to not being able to find the appropriate APIs or to collect the data ourselves. Updating the trending games live might be extremely challenging.

Since a major chunk of Internet traffic is shared with mobile devices, we predict that certain features might not show properly on the smaller devices. We intend to make the website responsive, but we don't know if all the features will work as expected.



unreadable

What is this figure? Is this a mockup of your project home page? If so, that's fine, but you can't just put a figure in your proposal with no explanation.

Tentative Schedule

Name initials: BH = Bulong Heng; SN = Sereyrath Nov; AM = Andi Milhomme

Task	Details	Person Responsible	Milestone	Completion date
Basic Layout	- Homepage - Navigation Bar - Logo - Primary Links - Asset collection	BH + AM + SN	Alpha	02/04/2014
Elevator Pitch	- Motivation - Goal	BH+AM+SN	Alpha	02/06/2014
User Registration	- User credentials storage - Favorite list creation	BH + AM	Alpha	02/18/2014
Data Collection	- Descriptions - Facts - Technical Specifications	BH + SN + AM	Alpha	03/ 05/2014
Tips and Tricks	- Tutorial - Fun facts	BH + SN	Beta	03/15/2014
Forum Implementation		AM + SN	Beta	
Live Updates	Top-ten games suggestions	AM + SN	Beta v2	04/01/2014
Bug testing and Final touches		SN + BH + AM	Release Candidate.	04/28/2014
Presentation		SN + BH + AM	RTM version 1.0	05/06/2014

Well done.

Release

Minimum Functionality

The minimum functionality for GameWorld should be a list of gaming systems, their descriptions, facts, technical specifications, and cheat code features where it's applicable. We also intend to at least have a working user registration system in place. In addition, we would like to have the search engine functions properly along with the live update of the top ten games. *ing*



Nice-to-have features

- There are some features that are really nice and we would really like to implement them. They include the price tag implementation, forum and personalized technical support.

Conceptual features

Live updates of the bestselling video game platforms and titles. Registered users will have the ability to add each other as a friends, and they can message each other directly.

Is this last feature part of the minimal functionality or nice-to-have features?

Overall good job.

G F C U D S A P

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