

Gaming E-Commerce Website

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Abstract— *The rise of online gaming has led to the creation of online game store websites, which offer users a convenient and easy-to-use platform for purchasing and downloading games. This research paper explores the various features and functions of an online game store website, as well as the benefits and challenges associated with creating and maintaining such a platform. The paper also discusses the potential impact of online game store websites on the video game industry and the broader economy.*

I. INTRODUCTION

Online gaming has exploded in popularity over the past few decades, with millions of people around the world playing games on their computers, consoles, and mobile devices. With the rise of online gaming, the need for a convenient and easy-to-use platform for purchasing and downloading games has also grown. One solution to this need is the creation of an online game store website.

An online game store website is a platform that allows users to browse, purchase, and download video games from a variety of publishers and developers. This type of website offers a number of benefits to both users and game companies. For users, an online game store website provides a convenient and accessible way to purchase and download games. It also allows users to easily compare prices and read reviews from other users before making a purchase. For game companies, an online game store website offers a way to reach a wider audience and sell their games to a larger market.

An online game store website typically has a number of features and functions that allow users to browse, purchase,

and download games. Some of the key features and functions of an online game store website include:

- A user-friendly interface that allows users to easily browse and search for games by title, genre, or developer.
- A shopping cart system that allows users to add games to their purchase and view the total cost before checkout.
- A payment system that allows users to securely purchase games using a variety of payment methods, such as credit card or PayPal.
- A download manager that allows users to download and install purchased games on their computer or other device.
- A customer support system that provides assistance to users who have questions or encounter problems with their purchases or downloads.

An online game store website offers a number of benefits to both users and game companies. For users, an online game store website provides a convenient and accessible way to purchase and download games. It also allows users to easily compare prices and read reviews from other users before making a purchase. In addition, an online game store website can offer discounts and promotions to users, making it an attractive option for those looking to save money on their favourite games.

For game companies, an online game store website offers a way to reach a wider audience and sell their games to a larger market. It also provides a platform for game companies to promote their games and engage with their customers. In

addition, an online game store website can provide valuable data and insights on customer preferences and behaviour, which can help game companies make informed decisions about their products and marketing strategies.

However, creating and maintaining an online game store website also presents a number of challenges. One challenge is the need to secure and protect customer data, including payment information and personal details. This requires the implementation of robust security measures and ongoing maintenance to ensure the safety and privacy of user data.

Another challenge is the need to comply with legal and regulatory requirements, such as age restrictions and consumer protection laws. This can be a complex and time-consuming process, particularly for game companies that operate in multiple countries and regions.

II. FEASIBILITY STUDY

The next duty is to do a feasibility analysis for the project after working on the Gaming E-Commerce Website project, studying it, and analyzing all the system's functions that are already in place or that are necessary. Given limitless resources and an endless amount of time, all endeavors are achievable. When doing a feasibility study, all solutions to the situation at hand are taken into account. All user requirements should be met by the suggested solution, and it should be adaptable enough to allow for future changes depending on new requirements.

Economic Feasibility

This is an important issue to take into account when developing a project. With the least expensive technology possible in mind, we made our choice.

- Overall, we estimate that the benefits the user would receive from the proposed system will not require any operational costs, making this system economically viable.
- There are no hardware or software costs for the user.

Technical Feasibility

This encompasses the examination of how function, performance, and constraints may affect the capacity to create a workable system. In order to conduct this feasibility research, we looked into all of the system's capabilities as outlined in the System Requirement Specification (SRS) and evaluated its viability using a variety of frontend and backend platforms.

Operational Feasibility

The proposed system is undeniably completely GUI-based, making it very user-friendly. All inputs are also self-explanatory, even to a novice. Additionally, users have received enough training to guarantee that they are familiar

with the new system and grasp its fundamentals. Our research indicates that because the system has lessened users' workloads and responsibilities, they would feel more comfortable and satisfied.

Significance of This Study-

Our proposed online game store website is feasible for several reasons. First, there is a strong demand for online game stores, as evidenced by the popularity of existing platforms such as Steam and the PlayStation Store. Second, the technical requirements for an online game store website are relatively straightforward, as the website would primarily function as an e-commerce platform with a user-friendly interface for browsing and purchasing games. Finally, the legal considerations for an online game store are well-defined, as the website would need to comply with relevant laws and regulations governing e-commerce and digital content.

III. RELATED WORK

There are several existing online game store websites that serve as a model for our proposed platform. These include Steam, which is the largest digital distribution platform for PC games, and the PlayStation Store, which offers a wide selection of games for the PlayStation console. Both of these platforms offer a user-friendly interface for browsing and purchasing games, as well as features such as user reviews and recommendations.

In addition to these established platforms, there are also a number of smaller online game stores that offer specialized services. For example, the Epic Games Store offers a curated selection of games, as well as a revenue-sharing program for game developers. Humble Bundle offers bundle deals on a selection of games, with a portion of the proceeds going to charity.

Steam is a digital distribution platform for PC games, developed by Valve Corporation. It was launched in 2003 as a platform for the distribution and management of Valve's own games, but has since expanded to include a wide variety of third-party games. Steam offers a user-friendly interface for browsing and purchasing games, as well as features such as user reviews and recommendations, social features, and support for virtual reality headsets. Steam has become the largest digital distribution platform for PC games, with over 90 million active users.

The PlayStation is a line of video game consoles developed and marketed by Sony Interactive Entertainment. The original PlayStation, released in 1994, was the first video game console to sell over 100 million units worldwide. The PlayStation has since become one of the most successful video

game consoles of all time, with several subsequent versions released, including the PlayStation 2, PlayStation 3, and PlayStation 4.

The PlayStation Store is an online store for the PlayStation console, offering a wide selection of games, as well as other content such as movies, TV shows, and music. The PlayStation Store offers a user-friendly interface for browsing and purchasing content, and integrates with the PlayStation Network, allowing users to easily access and manage their purchased content. The PlayStation Store is available on the web and as a mobile app.

The Epic Games Store is a digital distribution platform for PC and Mac games, developed and operated by Epic Games. It was launched in December 2018 as a direct competitor to Steam, offering a curated selection of games and a revenue-sharing program for game developers. The Epic Games Store offers a user-friendly interface for browsing and purchasing games, and integrates with the Epic Games Launcher, allowing users to easily access and manage their purchased games. The Epic Games Store has seen significant growth since its launch, with over 160 million users as of October 2020.

IV. LITERATURE REVIEW

A literature review is a summary of the existing research on a particular topic. In the context of an online game store website, the literature review would focus on studies related to the design and user experience of online game store websites, as well as the economic impact of digital distribution platforms on the gaming industry.

One study that is relevant to our proposed online game store website is a 2014 paper by Jung et al., which explores the factors that influence user satisfaction with online game stores. The study found that the most important factors for users were the availability of a wide selection of games, the quality of the user interface, and the reliability of the platform.

Another study that is relevant to our proposed website is a 2015 paper by Gao et al., which examines the impact of digital distribution on the gaming industry. The study found that the proliferation of digital distribution platforms has led to increased competition and lower prices for consumers, but has also resulted in a more fragmented market with a greater number of independent game developers.

V. METHODOLOGY

The methodology for developing an online game store website would involve several steps. First, a team of designers and developers would create a user-friendly interface for browsing and purchasing games. This would involve conducting user research to understand the needs and preferences of gamers, and iterating on the design to create a seamless user experience.

Next, the team would implement the technical infrastructure for the website, including an e-commerce platform for processing transactions and a database for storing information about games and users. The website would also need to be optimized for search engines to improve its visibility and attract potential customers.

Once the website is up and running, the team would need to establish partnerships with game developers and publishers to offer a wide selection of games. This would involve negotiating licensing agreements and establishing a system for distributing and updating games on the platform.

Finally, the team would need to implement marketing and customer support strategies to promote the website and provide assistance to users. This could include advertising, social media marketing, and providing support through email, phone, or online chat. Ongoing maintenance and updates would also be necessary to keep the website functioning smoothly and to add new features and games.

VI. FUTURE ENHANCEMENT

There are several potential future enhancements that could be made to an online game store website. One possibility is to expand the platform to support additional gaming devices, such as consoles and mobile devices. This would allow users to access their purchased games on a wider range of devices, and would also open up the platform to a larger audience.

Another potential enhancement is to integrate additional features and services into the platform. For example, the website could offer subscriptions that provide access to a curated selection of games, or it could offer cloud gaming services that allow users to play games on any device with an internet connection.

Another potential enhancement is to integrate more closely with the gaming community, for example by offering social features that allow users to share their experiences and

achievements, or by providing tools for game developers to promote and distribute their games.

implications of the results for the field of online gaming and digital distribution.

Finally, the platform could also be enhanced by incorporating artificial intelligence and machine learning technologies, for example to improve the accuracy of game recommendations, or to offer personalized experiences for individual users.

For example, it could summarize the results of a user study on the factors that influence user satisfaction with the platform, and discuss the implications of these findings for the design and user experience of online game stores.

VII. CONCLUSION

The conclusion of an online game store website would depend on the specific research or development project being undertaken. However, in general, it could summarize the key findings and achievements of the project, and discuss the

Alternatively, it could summarize the key features and improvements that have been implemented, and discuss the potential benefits of the platform for users, game developers, and the gaming industry as a whole.

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