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Final Project: Indie Game Web Business

1. Introduction

Project Overview

My idea is an information system for a website that lists indie games before they release. Verified developers can make profiles, submit their games, add release dates and prices for each platform, and post updates. Visitors can search for games, see countdowns, like posts, and leave comments without making a full account. This project is about planning how the system would work, not building the full website yet. I looked at similar sites because there are already places where people find games. My version would focus more on future indie releases, exact countdowns, and developer profiles that only verified developers can create.

Similar site	What it already does	Difference from my idea
itch.io	Lets indie developers publish and	My site focuses more on upcoming

	sell games.	releases before launch.
Game Jolt	Has game pages and community features.	My site keeps developer accounts verified.
Indie DB	Lists indie games and game news.	My site uses countdowns and one release calendar.
Steam Coming Soon	Shows upcoming games on Steam.	My site would include different platforms, not just one store.

Problem Definition

Indie developers often have trouble getting attention before launch because updates are spread across social media, store pages, and small communities. Players may also miss release dates because the information is not always in one place or shown in their time zone. The proposed system would collect developer profiles, game submissions, release information, comments, and moderation in one organized system.

Interview Questionnaire

- How do you currently find or promote upcoming indie games?

- What problem makes it hardest for indie games to get attention before release?
- Would an upcomingindiegame website be useful to you? es / No. Why or why not?
- Which game page details matter most: release date, price, platform, trailer, screenshots, or social links?
- Should developers have to prove that they are connected to the game before they create a profile?
- Would anonymous likes and comments help the community, or would they create too much spam?
- How important is a countdown that shows the exact release time in the visitor's time zone? (15)
- What should moderators be able to remove or flag?
- What notifications would be useful before a game releases?
- What would make the site feel trustworthy enough for developers to submit their game?

I would use repeated answers from the questionnaire to decide the main system requirements. One unusual answer could still matter, but I would not turn every single suggestion into a feature. 2.

Feasibility Assessment

Economic Analysis - Budget

For this project, the onetime cost is not too high. The monthly cost matters more because hosting, backups, notifications, and security tools repeat every month. I used a small launch estimate instead of an enterprise estimate, so the recurring cost is closer to what a student level prototype or early website would need.

One-Time Charges

One-time charge	Estimated cost
Domain and basic branding	\$35
Initial design assets	\$75
Security review and setup	\$150
Testing devices and browser checks	\$75
Launch preparation and backup setup	\$200
Total onetime charges	\$535

Recurring Charges

Recurring charge	Monthly cost
Cloud hosting and database	\$25
Backups and storage	\$10
Email and notifications	\$20
Moderation and support tools	\$20
Security monitoring	\$15
Domain reserve, analytics, and misc.	\$10
Total recurring charges	\$100/month

Technical Analysis

The system is realistic with normal web tools, a database, authentication, backups, and a moderation queue. The hardest parts are realtime comments and releasetime accuracy.

Operational Analysis

Developers would get a simple form and visitors would not need full accounts, so the system should be easy to use. Staff still need a clear review process.

Legal and Contractual Analysis

The site needs privacy rules, terms of use, copyright reporting, and permission to display trailers, screenshots, and logos.

Political Feasibility

Some developers may worry about fake listings or negative comments. Verified profiles and moderation help reduce that issue.

Schedules, Timeline, Resource Analysis

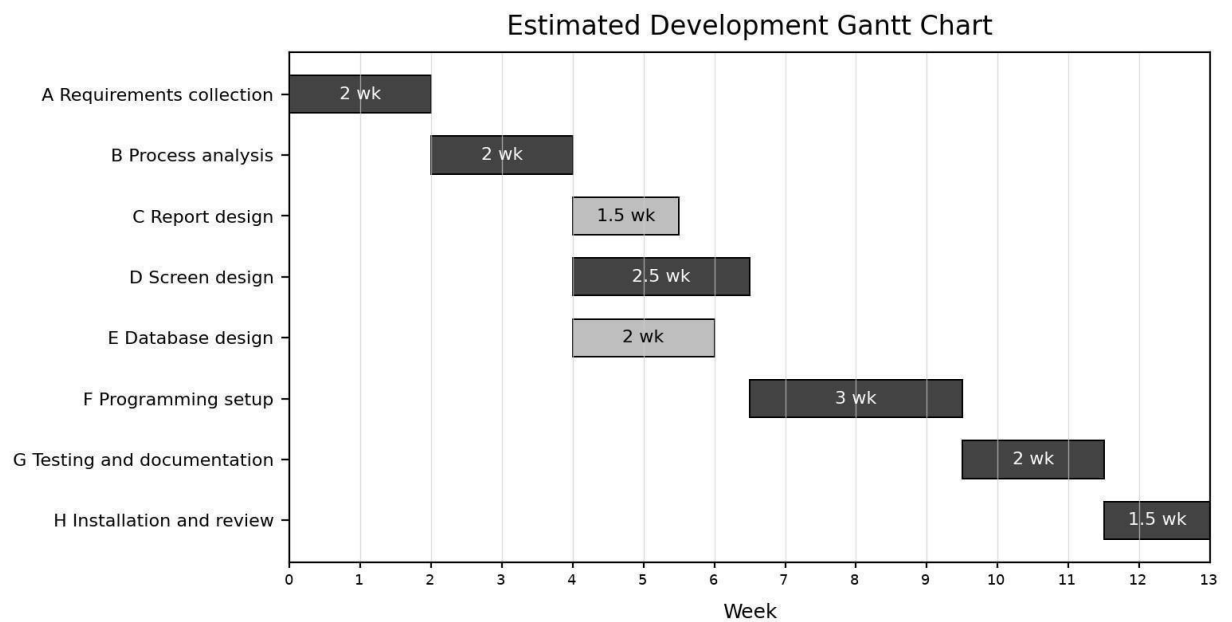
The class gives us three weeks to finish this project plan, but this schedule is for the estimated development of the actual proposed system. The expected time uses $ET = (O + 4R + P) / 6$.

Act.	Activity	Pred.	O	R	P	ET	Slack
A	Requirements collection		1	2	3	2.0	0
B	Process analysis	A	1	2	3	2.0	0
C	Report design	B	1	1.5	2	1.5	0.5

D	Screen design	B	2	2.5	3	2.5	0
E	Database design	B	1	2	3	2.0	4.0
F	Programming setup	C,D	2	3	4	3.0	0
G	Testing and docs	E,F	1	2	3	2.0	0
H	Install and review	G	1	1.5	2	1.5	0

Estimated completion is 13 weeks. The critical path is ABDFGH. The main resources are a systems analyst, frontend developer, backend/database developer, tester or moderator, and some security help.

Pert/Gantt chart(s)



Dark bars are the critical path. Gray bars have some slack.

Figure 1. Gantt chart for the estimated system development.

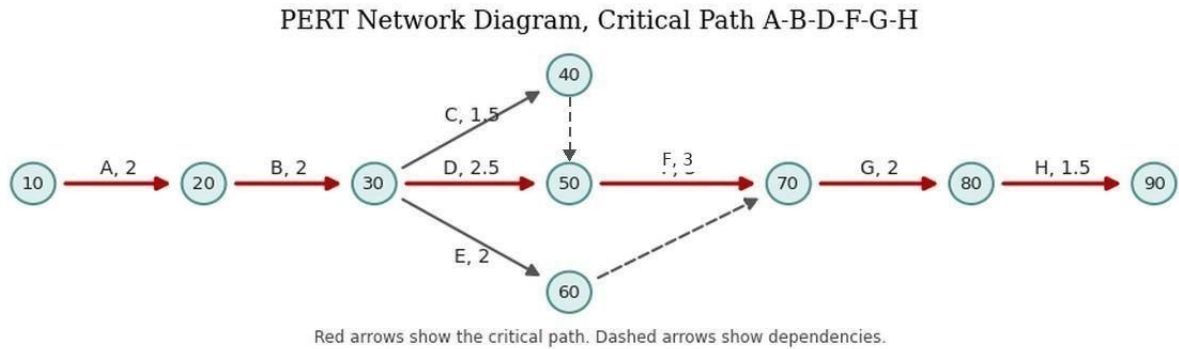


Figure 2. PERT chart showing the critical path and dependencies.

3. System Description

System Description

A developer would register and show proof that they are connected to a game. After approval, they could make a profile and submit game information. Visitors could search the release calendar, open a game page, see the countdown in their own time zone, like a game, and leave a comment. Moderators would check reports, while the administrator would handle approvals, backups, and system settings.

Context Level Diagram

The outside flows on the Level 0 diagram match the context diagram. I kept the process names short so the diagrams are easier to follow.

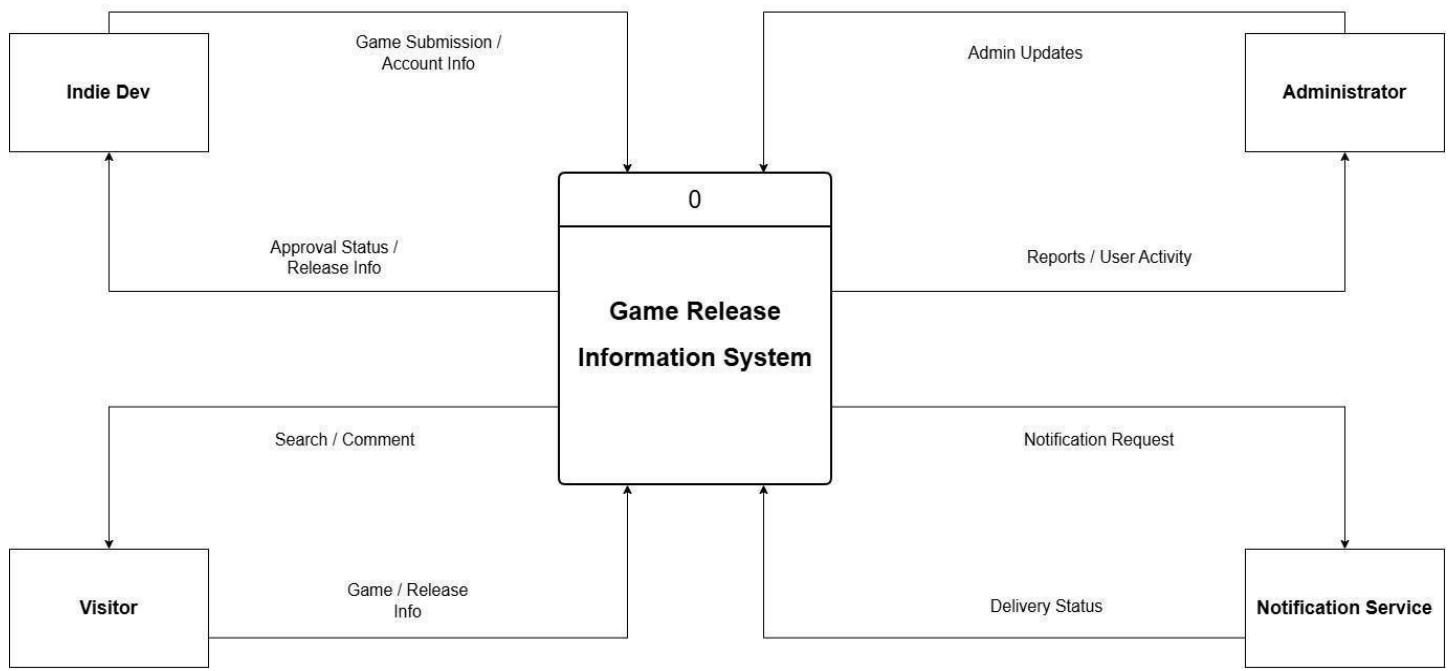


Figure 3. Context-level DFD.

Level 0 Diagram

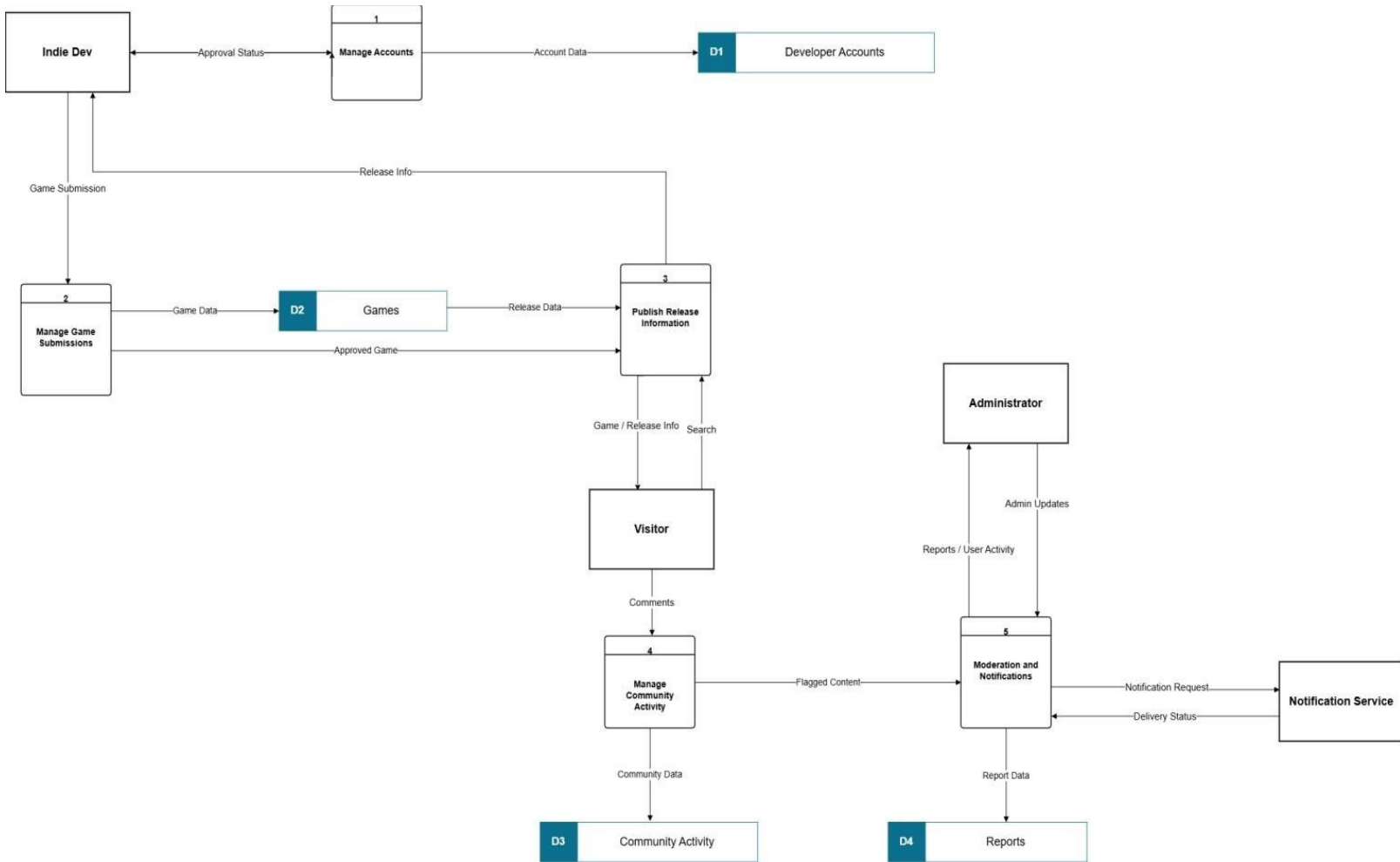


Figure 4. Level 0 DFD.

Level 1 Diagram for each process on the Level 0 Diagram

I broke the Level 0 diagram into five main processes so each part of the system could be shown in more detail.

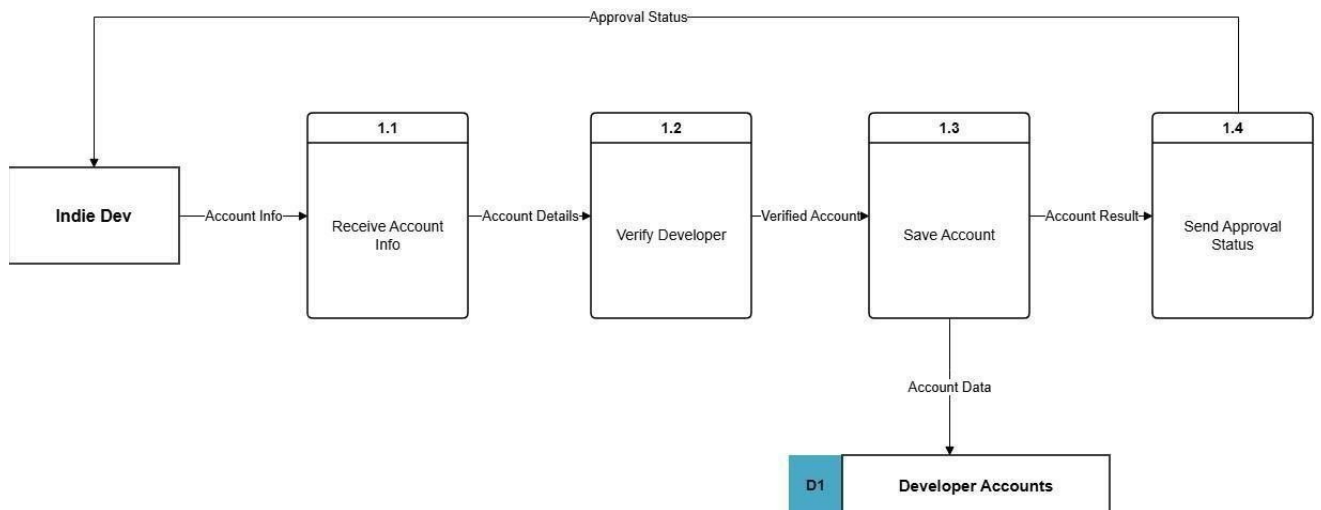


Figure 5. Level 1 DFD for 1.0 Manage Accounts.

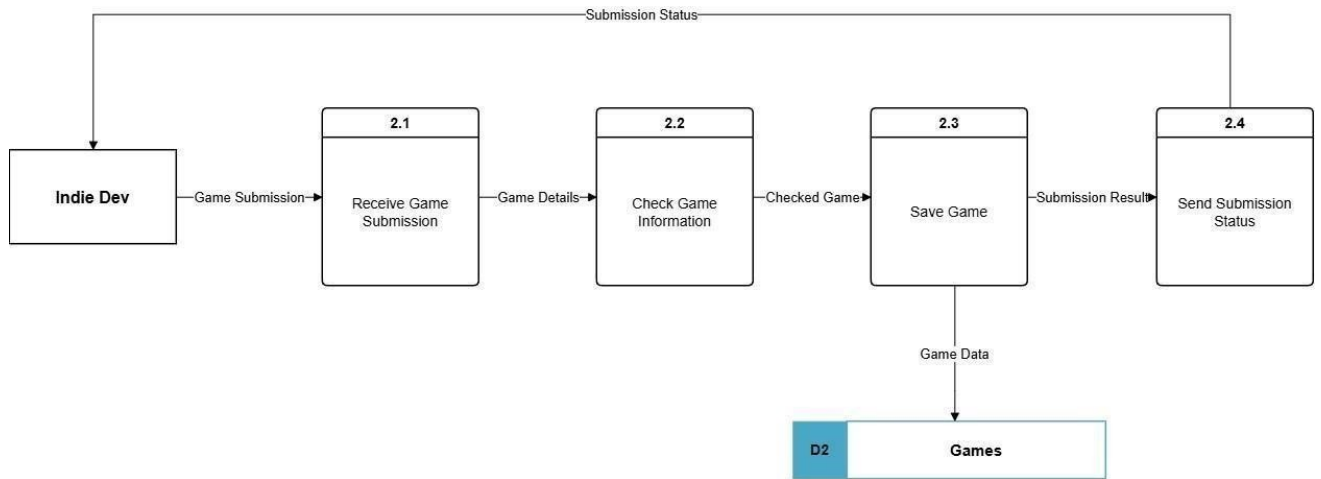


Figure 6. Level 1 DFD for 2.0 Manage Game Submissions.

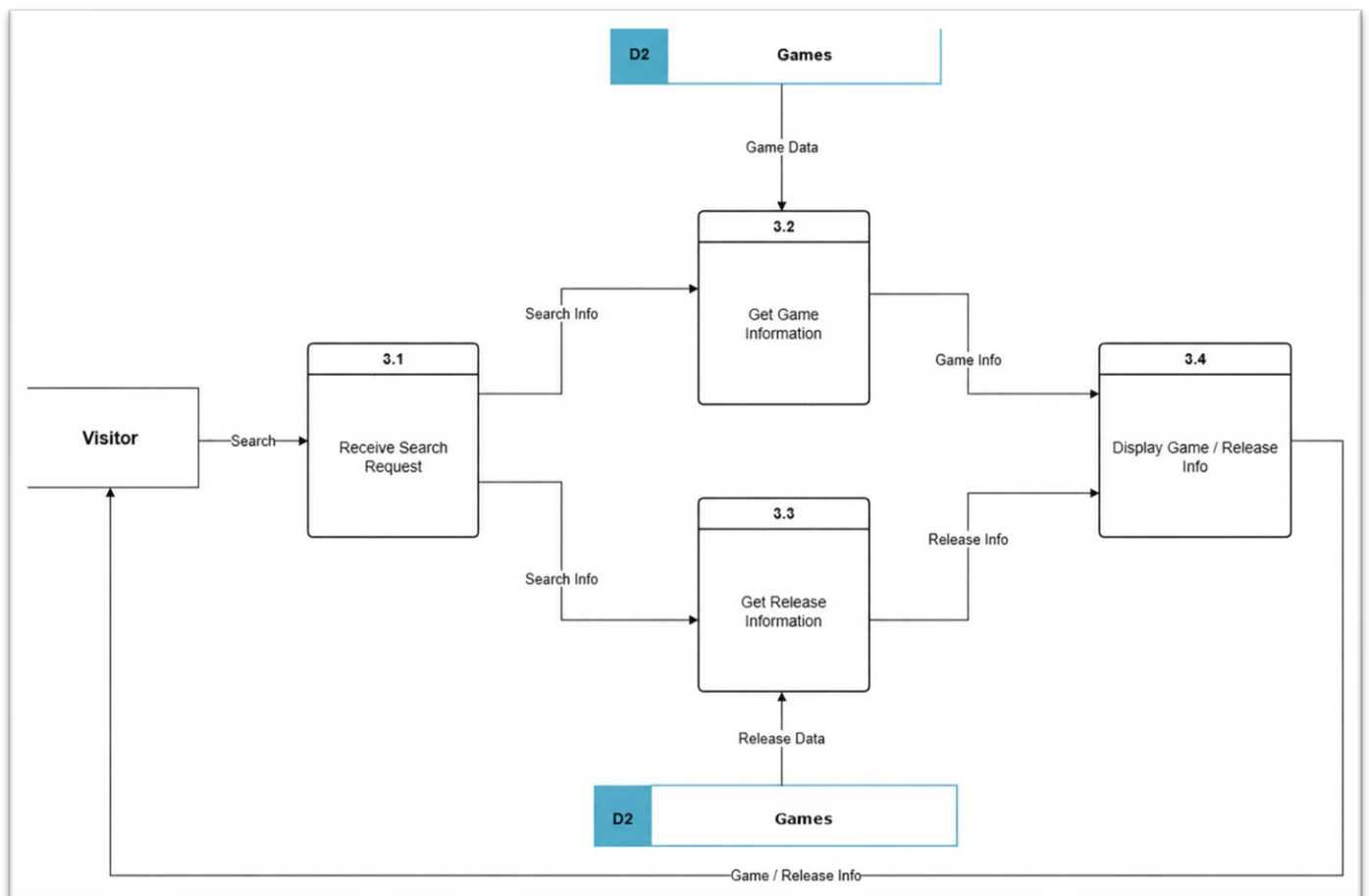


Figure 7. Level 1 DFD for 3.0 Publish Release Information.

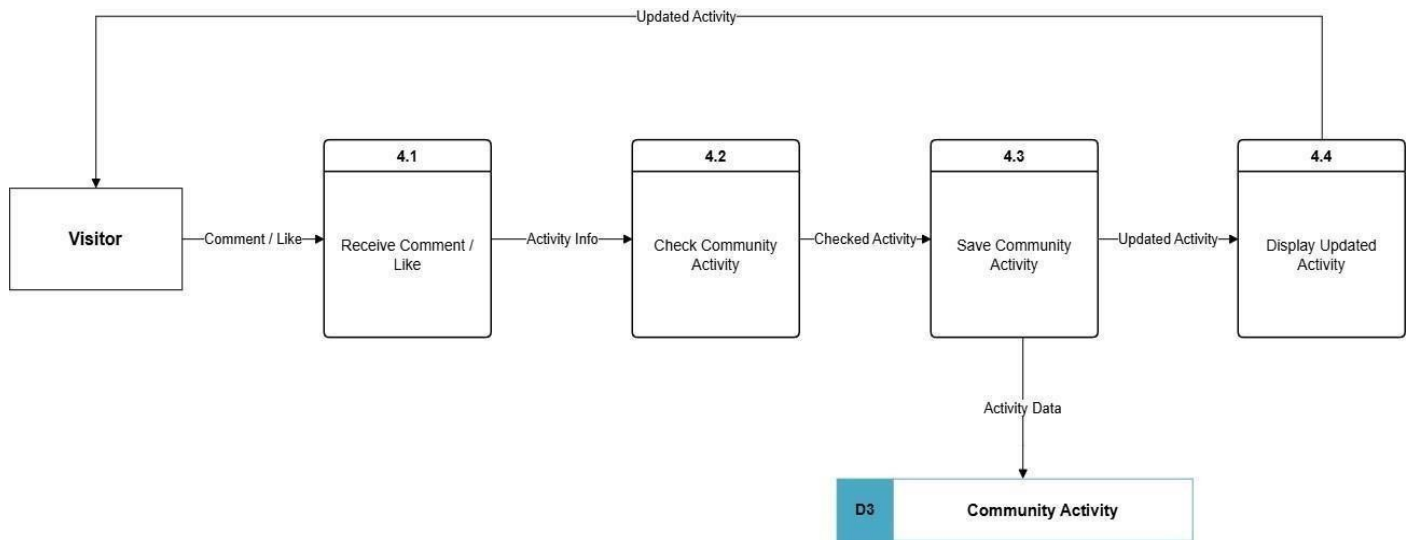


Figure 8. Level 1 DFD for 4.0 Manage Community Activity.

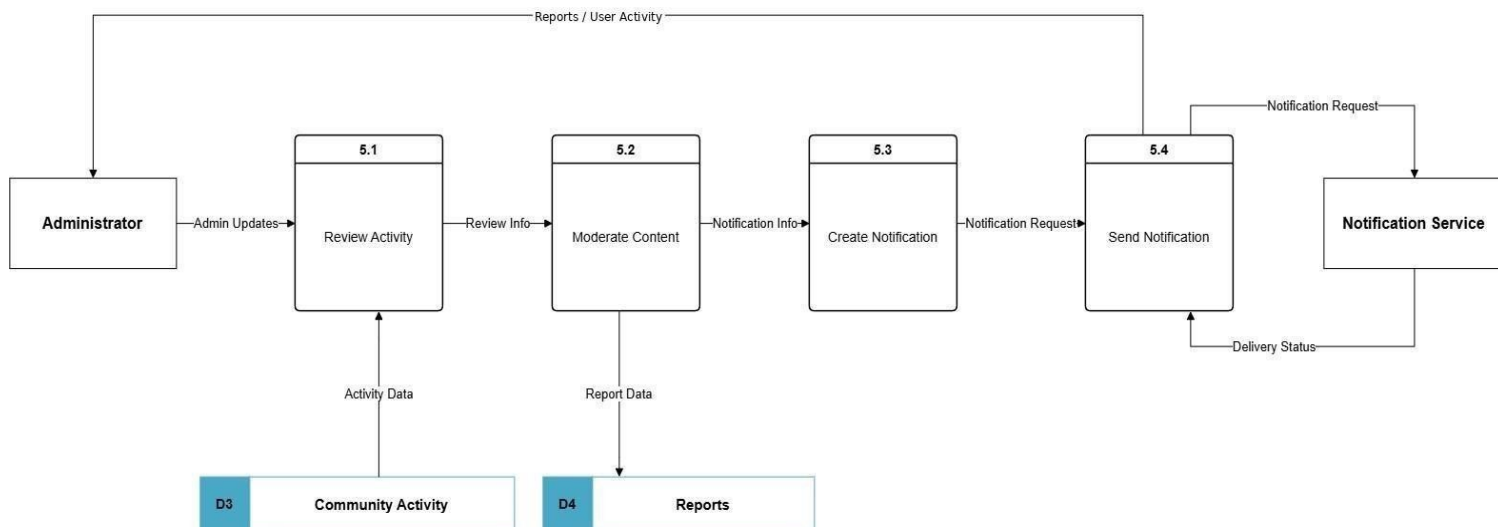
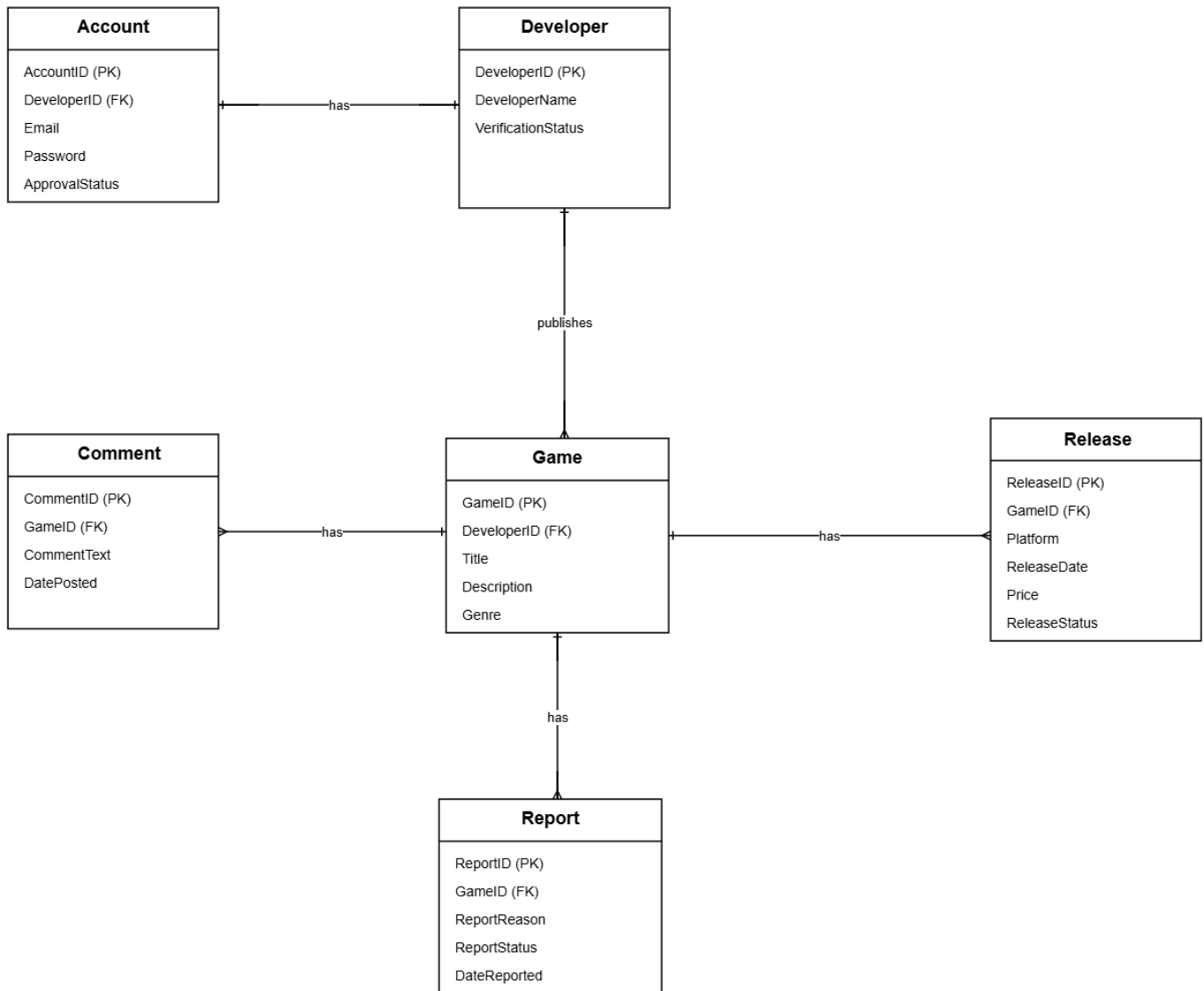


Figure 9. Level 1 DFD for 5.0 Handle Moderation and Notifications.

Crow's Foot ERD



Software

Software	How it would be used
Web application code	Runs the public pages, developer portal, and staff screens.
Database system	Stores accounts, games, releases, comments, reports, and audit logs.
Authentication service	Controls developer, moderator, and administrator access.
Backup and monitoring tools	Protects data and alerts staff about system problems.

Hardware

Hardware	How it would be used
Developer laptop	Used to design, test, and update the system.
Cloud server	Hosts the website and application services.
Cloud database/storage	Stores data, screenshots, trailers, and backup copies.

Phone and tablet	Used to test mobile screens.

Two Sample Reports

These are simple staff reports, not full dashboards.

Report 1: Upcoming Release Schedule			
Game	Platform	Release date	Status
Moonlight	Steam	Sept. 12, 2026	Approved
notCraftMind	Switch	Sept. 18, 2026	Needs price check
Garden	itch.io	Sept. 21, 2026	Pending review

Report 2: Community and Moderation Summary			
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Game	Comments	Likes	Reports
Moonlight	23	156	0
notCraftMind	12	89	1
Garden	5	44	2

Two-Sample Screen Displays of the new system

Upcoming Indie Games

Platform
Soonest

GAME ART

Moonlight
Platform: Steam
Release: Sept. 12, 2026
Status: Approved

View Game
Like
Comment
Report

GAME ART

notCraftMind
Platform: Switch
Release: Sept. 18, 2026
Status: Needs price check

View Game
Like
Comment
Report

GAME ART

Garden
Platform: itch.io
Release: Sept. 21, 2026
Status: Pending review

View Game
Like
Comment
Report

Figure 10. Public upcoming games screen mockup.

Submit a Game

Game title

Platform

Price

Release date and time

Time zone

Trailer link

Developer proof / game ownership link

Save Draft

Submit for Review

Cancel

Figure 11. Developer submission form mockup.

4. Management Issues

Team Configuration and Management

The project team is small, so one person may have more than one role. The chart shows the main responsibilities instead of a large company structure.

Organization Chart for Your Company's Staff

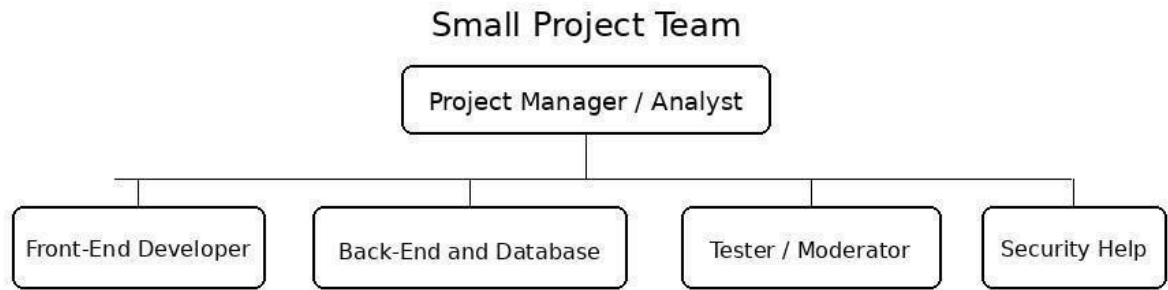


Figure 12. Organization chart for the project team.

Communication Plan

Communication	When	Purpose
Team checkin	Twice per week	Review progress and blockers.
Progress note	Weekly	Summarize completed work and next steps.
Change request note	As needed	Record changes to scope, budget, or schedule.
Final review	End of project	Check diagrams, reports, screens, and presentation.

Project Standards & Procedures

- Use simple requirement IDs and record major scope changes.
- Use verb phrases for DFD processes and noun phrases for flows and stores.
- Balance the context, Level 0, and Level 1 DFDs.
- Store release time in UTC but keep the original time zone.
- Use rolebased access, input validation, rate limits, backups, and an audit log.
- Test the main pages on desktop and mobile before submission.

Other Project – Specific Topics

Anonymous comments could make it easier for people to join the discussion, but they could also bring more spam or rude comments. Release dates can also change, so the system should keep a history of edits. Users should be able to report fake games, stolen artwork, or someone pretending to be a developer. Because of that, moderation has to be part of the system from the beginning.

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