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ECommerce for Games

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ABSTRACT: This paper presents the development of GameVerse, an eCommerce platform designed for the sale of digital games. The platform includes essential modules such as user registration, game catalog browsing, cart management, checkout system, and admin controls. Developed using PHP and MySQL with a responsive frontend, the system ensures secure, user-friendly interaction while maintaining scalability. Performance analysis shows the system is efficient and suitable for real-world deployment.

KEYWORDS: eCommerce, GameVerse, Digital Games, PHP, MySQL, Cart System, Admin Dashboard, Web Development.

I.INTRODUCTION

The growing demand for digital entertainment has amplified the need for scalable and interactive eCommerce platforms. GameVerse addresses this by offering a dynamic, database-driven website where users can browse and purchase digital games. The platform integrates modern web development standards and prioritizes performance, usability, and modularity.

II.EXISTING RESEARCH

The integration of information technology into healthcare has been a widely researched and implemented concept over the past few decades.

Traditional game sales platforms often lack customization options for small developers or institutions. Existing systems may also lack flexibility, suffer from limited scalability, or be financially inaccessible to new startups. Furthermore, they often depend on expensive licensing models and proprietary APIs, which restrict the control and adaptability of the platform for specific needs.

III. PROPOSED SYSTEM

The proposed system, GameVerse, is a modular eCommerce platform for digital games. It allows users to register, browse, purchase games, and view past orders. Admins can manage game listings and user orders. The system incorporates secure session management, password hashing using PHP's password_hash(), and modular frontend design for improved code reusability and consistency. GameVerse focuses on accessibility and ease of use, even for small-scale developers and institutions.

IV.METHODOLOGY

The platform is built using PHP for backend processing and MySQL for database management. Frontend design employs HTML, CSS, and JavaScript for responsiveness and interactivity. Key modules implemented include:

- **User Module**: Registration, login, logout, session-based access.
- **Shop Module**: Game listing, search, filtering.
- **Cart Module**: Add/remove items, view cart, total calculation.
- **Order Module**: Checkout, order history.
- **Admin Panel**: Add/edit/delete games, view orders.

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All operations are secured against SQL injection, and forms are validated both client-side and server-side..

V. RESULT AND DISCUSSION

The GameVerse platform was tested for functional accuracy, usability, and performance. It demonstrated:

- Smooth navigation and user interaction.
- Fast page loading and real-time cart updates using AJAX (future enhancement).
- Admin panel operations executed securely and efficiently.
- Secure password and session handling.
- Performance remained stable even under simulated concurrent user activity.
- User testing confirmed that the system was intuitive and simple to use, particularly for non-technical users.

VI.CONCLUSION

GameVerse fulfills its objective of being a robust, scalable eCommerce platform for digital games. It is modular, easy to maintain, and suitable for deployment in academic, startup, or small business environments. Future enhancements may include full payment gateway integration, game download support, user reviews, real-time chat, and Progressive Web App (PWA) conversion.

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