



Project2 Proposal- “GameBook”

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Sales Description:

This application will display information about different video games to users as well as providing the ability to keep track of popular games and discussions. Information relating to video games, such as developers, companies, voice actors, etc. will be retrieved from a 3rd party API. Users will be able to rate games they have previously played and receive recommendations based on what genres are most common in their play history. Users can discuss related topics in a forum and connect socially with other users.

Minimum Viable Product:

- Users can sign in to the site.
- Users can search for games, by words in the titles on the site.
- Users can add friends, a form of following other users on the site.
- Users can rate games on the site that other users can see.
- IGDB will display pages with information (3rd party API) for games.

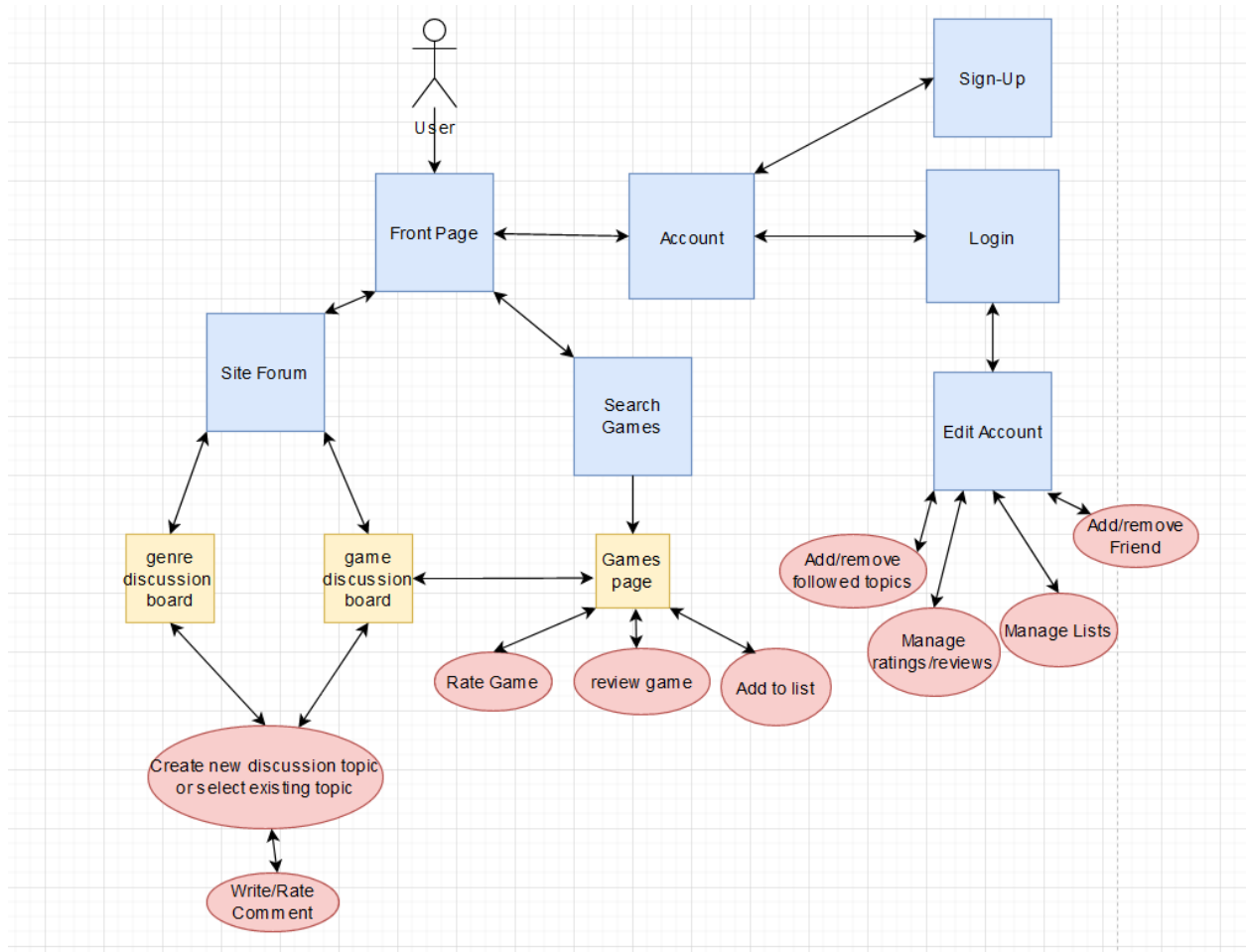
User Stories:

- As a user I want to search games by partial title to find games I may not know the full title of.
- As a user, I want to see recommendations based on my play history
- As a user I want to see what the community rates a game to find high quality games I may be interested in and be able to rate games myself to share my opinion.
- As a user I want to have a discussion area where I can chat with others about games I am interested in.
- As a user I want to be able to follow other users and topics to stay up to date with the conversation.

Stretch Goals:

- Search friends list for friends with similar play histories.
- Search for users with similar play histories for friend suggestions
- Games wishlist, users can make a list of games they want to play but have not yet.
- Option to write a user review when rating a game.

User Interaction Model:



3rd Party APIs:

<https://www.igdb.com/api>

IGDB API will provide information and pictures of video games and related information as well as provide information on upcoming events related to video games.

Kanban Board:

<https://trello.com/b/JZRbKuCE/kanban>

Repo:

https://github.com/06012021-dotnet-uta/P2_GameBook