SOFE 3700U
Data Management Systems

Project Proposal

Game Knight

Group#: 8

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Problem

The main issue is that we have a library of downloaded games all in the same domain that may or may not have any relation to one another. An avid gamer would ideally want to track their gameplay history and be able to look back at what they've played as well as sort their game library to their own liking.

Goals & Motivation

The main goal would be to efficiently and effectively sort the catalogue of games based on metadata provided by some source (IGDB, mobygames, etc…).To fix this issue we could implement a filtering system that would allow for one to easily manage their game library. From sorting by played/not played, genre, rating value, tags, developer, etc. A statistical graph showing all the games in each genre and more.

The motivation for this project would be that when downloading games, the typical person just downloads their files to a single folder and leaves it at that. At most, a person might make folders such as "Games" and sort the downloaded media into their respective folder. The finalized version of this project would be a tool that could organize and structure the game viewing experience for the user.

Related Work

Some related projects:

- IGDB
- mobygames
- gamesdatabase
- TGDB
- GameFAQs

How is ours different from those listed above?

Our game database is based on personalizing one's own list of downloaded games whereas those databases focus more on the reviews and information that describes the game. Our database targets users who want the ability to manage and constantly track what they have played, what they want to play, etc. Although our database will also contain the contents that describe the game selected as well.

Methodology & Plan

We need to understand what our application will have to do logically. Assuming we start off with a set of unorganized games, we must allow the user to query, and sort game titles based on certain metadata of those games. We will then attempt to employ methods of database management that we learned in class.

Our application must:

1. Search, sort query game titles
2. Scan for new games
3. Recommend games based on preferences
4. Scrape internet for game title information and store them or use an API

The most important aspect of the project will be the database, from which we build higher functions on top of. The application must be modular, allowing us to expand on functionality as we develop.