

EECS 2311: Iteration 1, Starting the Implementation

Project Name: MyGamingList

Group 5

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Updated Plan:

There were some things that were changed since the iteration 0 document was completed.

Change in User Stories:

One of the user stories, “View any PC game,” was changed as that would focus on the user interactions since we wanted to implement user login, which we decided would be the focus of iteration 2.

Change in API:

During our implementation of getting the game information, we ran into problems with the API we were using. The API didn't return some of the information needed, such as the top 50 games. In order to fix this, we decided to change the APIs we used to the official Steam API.

Architecture Sketch:

