Initial Idea:

* What kind of recommendation system do you want to build?

A videogames recommendation system

* Who do you want to build something for? Yourself? Your friends? Your family? Your co-workers?

For myself or any player

* What topics will be searchable in your recommendation system?

Users will be able to search for a genre of videogames and the program will recommend top scorers of that genre

Brainstorming and Definition:

* What does your program do?

Two possibilities: A list of genres is presented and the user selects one number to pick one or more genres to get recommendations; or, the user introduces a letter and then the genres with that letter are presented and the user confirms.

* What data do you need?

We need a list of games with their genre/s. Additional info like the platform, score, etc.

* What questions will you ask the user?

Two possibilities: Ask for a number to pick genre, or ask for a letter for the name of the genre.

Another option: Make a search by platform.

* How do the above questions return a recommendation?

The different games that fulfill the search are printed with their associated data.

Timeline:

1. Create the structure data, if necessary
2. Gather the data.
3. Create the search function, with input user
4. Auxiliary functions for each step
5. Final touches